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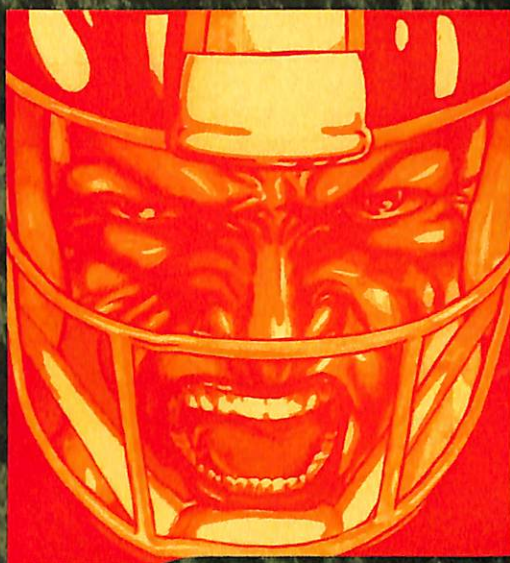
THE GUIDE TO COLLECTIBLE CARD GAMES • 6



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too VIOLENT.  
too INTENSE.



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## SHADOWFIST PLAYER'S GUIDE

By Rob Heinsoo and Robin D. Laws with John Tynes

*How can I make my deck stronger and win more games?*

*What are the nastiest card combos around?*

*And just how did these cyborg monkeys get mixed up with 19th-Century Shaolin martial artists, anyway?*

The **SHADOWFIST PLAYER'S GUIDE** answers these questions and many others. Chapters cover the strategies of deck design, the tactics of game play, the use of nasty combos, plus all the inside dirt on the Secret War and the many factions fighting for control of history.

*Coming in October of 1995.*

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*This world is the Netherworld.*

**NETHERWORLD** is an expansion set for the **SHADOWFIST** trading card game.

*Coming in October of 1995.*

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By Robin D. Laws

*BLOW THINGS UP!*

*BLOW THINGS UP!*

*BLOW THINGS UP!*

*—motto of the Jammers*

**FENG SHUI** is a new roleplaying game set in the world of **SHADOWFIST**. This isn't some cheesy spin-off; **FENG SHUI** was developed simultaneously with the card game by the same designers, and it does for RPGs what **SHADOWFIST** did for CCGs:

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*Coming in November of 1995.*

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Ting Ting character designed by Brian Snoddy.



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Aargh!... Aargh!... This issue is monstrous!

**On the Cover:** Tim Bradstreet's portrayal of a vampire hunter. Colored by Grant Goleash.



# Fool's Gold

New York City. 2:30 a.m. Saturday. Ready to turn in for the night—uh, morning—at my friend's, I open the trunk of my car to get my bag. But...where're my clothes?

Several hours later, I was also wondering where my softball gear, jumper cables, and box of *Magic* cards had gone. But as the police officer told me at around four in the morning, I probably wouldn't see them again: car thieves usually fence whatever they can as soon as they can, and toss the rest.

So how, I wonder, do my *Magic* cards fit into a car thief's world view? Assuming my red hatchback was targeted by chance, what did this postmodern Robin Hood—possible motto: "I steal from the middle class to sell to the slimy"—do when he pulled the long box from the bottom of my garment bag?

Maybe he just opened the box, pulled out a fistful of cards, frowned in confusion at the crazy pictures, and dumped the whole shebang into the East River.

(Hmm... Now imagine if my car *had* been targeted deliberately. Maybe someone would've sent me the long box, but containing a fish instead of cards, *Godfather*-style. "It's a message: *Dakkon Blackblade sleeps with the fishes.*")

Maybe the thief knew exactly where to sell my *Magic* cards—to the shady card dealer based right next to his favorite used sporting goods store. "Now Rosy, usually I wouldn't part with Skull of Orm for any price. But since you're a good friend, I'll sell it to you for a fair price—*InQuest*'s low price."

Or maybe Mr. Hood met a more sinister fate. Maybe, sifting through my cards, something about the way the pentagram on Demonic Tutor gleamed caught this scavenger folk's eye.

Maybe he took a closer look... started reading the text aloud. Read it a second, then a third, time. Maybe his eyes clouded and, suddenly, flashed red. Maybe the thief uttered a few preternaturally deep growls... looked around... then smiled and laughed as the demon inside surveyed its new hunting grounds, festering with weak, easy prey.

Is it true? Is a former car thief suffering from *Magic*-induced possession meandering through Manhattan's streets, teaching innocent fourth graders to play Richard Garfield's game? Think about it: proof of *Magic*'s demonic influence—proof that hundreds of groups across the nation would love to find—craftily eluding the school teachers and principals designated to protect our children.

Hmm... Now wouldn't that be *just* like a demon?

*Matthew E. Milliken*

Matthew E. Milliken  
Associate Editor

P.S.: I'm currently accepting donations of Sengir Vampires, Serra Angels, and Skulls of Orm.



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Several miles west of the Fetid Swamps, near the mouth of the Blood River, lies an island of infinite renown in the Mid-Realms; Dagger Isle. Few brave souls have returned from expeditions to this region, and of those that have, few will reveal any details of their journey.

DAGGER ISLE is the all-new first GUARDIANS™ expansion with 120 fantastic cards in different rarities (common, uncommon and rare) painted by fantasy greats; Chris Achilleos, Den Beauvais, Brom, Keith Parkinson and Rowena.



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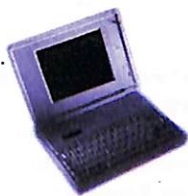
THE ULTIMATE MARVEL FANTASY CARD GAME!

The collage features several cards and action bubbles from the Marvel OverPower Card Game. At the top left is a card for **THING** with the text "Clobberin' Time" and a green bag icon. To its right is a card for **WOLVERINE** with "ENERGY" (star icon), "FIGHTING" (fist icon), and "STRENGTH" (bag icon). In the center is a red card with the **MARVEL** logo. Below it is the main title **OVERPOWER™ CARDGAME**. To the left of the title is a card for **CAMBIT** with "ENERGY" (star icon). To the right is a card for **SPIDER-MAN™** with "WEB SPRAY". Below the title are three action bubbles: **HIT**, **CUT**, and **DIS CARD**. To the right of these are **STICK** and **DRAW!**. At the bottom center is a card for **CABLE** with "ENERGY" (star icon), "FIGHTING" (fist icon), and "STRENGTH" (bag icon).

This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry. Get ready...It's Clobberin' Time!

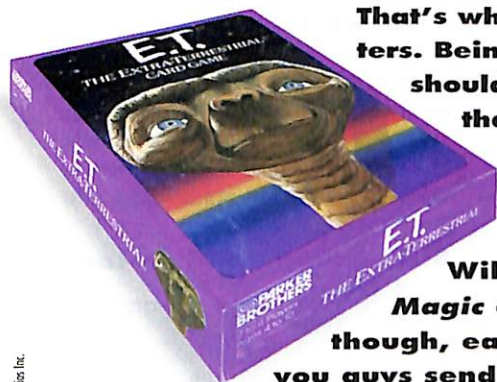
from **fleer**  
entertainment group, inc.





# INQUISITION

## A Veritable Cornucopia



That's what we're looking for in Inquisition: a wealth of letters. Being that I'm new to the letters pages, I decided I should start small—as in, I'll be handling all 4,000 letters that pile up in any given month here at *InQuest*. (All right, so it's not that many, and one of them's from my mom, but we do read them all.)

Still, I'm ready to tackle all kinds of questions: Will there ever be another *E.T.* card game? Why does *Magic* outsell *Tic Tac Toe* a billion to one? Ultimately, though, each month's letter column will be filled by whatever you guys send our way. Praise and criticism are always good, as are the coolest or most bizarre things that happen in this happy-go-lucky gaming field of ours. But don't get me wrong, we're always excited to get something penned, licked, and sealed. (Don't dwell on that, please...)

So here goes our first Inquisition ride together. Let's plunge in!

### Otherworlds

First off, I would like to say that your magazine is great! I really like the modern layout and the humor! But I wrote to give you a few suggestions for upcoming issues.

- 1) Put a subscription form in the darn thing.
- 2) Get more in-depth on the lesser-known games (not that I play them, but they can offer new worlds).
- 3) Make a section for upcoming conventions and other gaming hoopla.
- 4) Make an "Otherworlds" section devoted to informing readers about other products that fit into the fantasy genre like novels, art, and roleplaying game products.

Thanks for the great mag!

**Warner M. Leeds V**  
Boston, MA

1) Okay, okay. It took us a little while to get all the facts straight, but we finally have the info you need to subscribe. Follow this simple formula:

• For a year's subscription to *InQuest*, fill out a check or

money order for \$29.95. (\$48.00 for Canada, and \$70.00 for all other foreign countries.) All payments must be in U.S. funds only, payable to *InQuest* magazine.

• Send it in to: *InQuest* Subscription Department, Wizard Press, P.O. Box 656, Yorktown Heights, NY 10598.

2) Your wish is our command. Check out the game review section on page 20, and the players guide spotlight on page 89.

3) Yeah, we've gotten that request a lot. We're kicking around ideas on how to do it.

4) While the main focus of the mag is card games, we'll cover any big happenings in the world of fantasy gaming/novels/movies/whatever in the News & Notes section.

### All the Artists You Can Cram into a Sardine Can

I've just started reading *InQuest* (obviously, since you just started making them), and I really like it. So far it's been really good, and I especially liked the interview with Anson Maddocks. I'm a *Magic* player and I think it would be great if you could get more interviews with artists.

**Canon Lavery**  
Cameron Park, CA

We'll continue big feature interviews with guys like Anson, but we've also added *InQuest* Profile to the mix, delivering even more personal interviews with your favorite creators.

### Commendations

Hey, the July issue of *InQuest* was cool. I especially like the article "Money for Nothing." I can't believe you guys actually tried using *Magic* for money! I'd also like to commend you on the excellent section "Casting Call." Well, keep up the good work. Hope to see the *Ice Age* checklist in the August issue.

**Mark Carravetta**  
Janesville, WI

Your wish is our command.

### Hail InQuest!

You've got an awesome mag here, and your mix of *Magic* and other games is great! May you always have a Blue Elemental Blast to counter Channel/Fireballs!

**Nick Casler**  
Palmer, AK





HEY!  
THEY ARE  
DIFFERENT, AND...  
I'M NAKED!



## INWO Sorrow

I had been told by retailers and distributors that the difference between the INWO Limited Edition and the Unlimited Edition was the artwork. So I bought mass amounts of the Limited Edition booster packs and one Unlimited Edition booster to see what the difference was. The truth is I got a terrible shock! There are no differences in the cards except the packages they were wrapped in. The only card I found that had any difference was the A.M.A. card, which had a different wording on the bottom. If there is any difference, it is none that the naked eye can see!

**David Summers**  
Quincy, IL

*I think your naked eye ain't nude. There are differences between the two sets, however slight. The Limited Edition names are in gold, while the Unlimited Edition ones are color-coded by card type. Plus, there's new artwork for six cards, and art for about 40 cards have been touched up.*

## You're Kidding, Right? (Part I)

What do I do when I get a complete horse, cannon, and in-fantry card set in Risk?

**Nathan Jackson**  
Wayne, NJ

*Panic. Those three cards are not suppose to be in there. Reshuffle your hand back into the pile and keep drawing until you get a set of tactical nukes.*



## You're Kidding, Right? (Part II)

If I give you my address, will you send me a Black Lotus?

**Alan Barowsky**  
Bala Cynwyd, PA

*You know, if I had one, I might actually be tempted...*



D D RULES!  
MAGIC BITES  
THE BIG ONE.

## Hate Mail

With luck, I will manage to avoid using profanities when expressing my sheer contempt for card games. I remember spotting the first issue of your magazine in my brother's room.... I found only blurbs (not articles) relating to roleplaying games. The idea that "gaming" had become mainly *Magic* and the like, with actual roleplaying on the fringe, irked me. Hence this lovely piece of hate mail...

Card games have their place, but as the side dish, not the main course. They are dragging down what used to be one of the finest hobbies around: fantasy gaming. Roleplaying games are getting lumped with the freakishly popular abomination *Magic*.

Roleplaying is not a passive, sedate experience of absorbing some sort of twisted image of our twisted world. RPGs are an active experience. If played correctly, even the players are helping to create a story equal to or better than many that I have read.

More interesting still is the practical lesson on life that *Magic* teaches: greed and competition are good. The more cards, the better your chance of winning. In RPGs, the concept of winning does not exist. Instead, like the mythi-

cal hero journeys of old, the journey and return are the reward of the hero.

*Magic* is sort of like a particularly demonic cross between a nuclear arms race and crack. The more you spend, the more you win. You can't dare fall behind your "friends" (read "enemies"), or they will nuke you into oblivion. Better still, like crack, it's addictive on the first hit. Plus, those people caught up in the competition tend to behave like crack addicts: willing to do most anything to scrounge up the ridiculous prices necessary for cardboard and ink.

Maybe roleplaying is dead. But if it is, and card games are "the future of gaming," then I weep for the future.

**Brian Gondek**  
Palatine, IL

*The vast majority of gamers would disagree, Brian. Roleplaying games simply offer a different experience than collectible card games. With games like Magic, you get lots of strategic thinking, and with games like D&D, you're exploring your imagination. These are different ways to have fun—no need to get so feisty!*

## Still Going, and Going, and Going...

I think that this nonsense about the possible banning of *Magic* is the dumbest thing I've ever heard ["*Magic Banned: New York School District Prohibits Game*," News & Notes, *InQuest* #2]. I have been playing this game for a year and a half, and if the game is so satanic, why doesn't God do something about it? I mean, I haven't been struck down with lightning yet, and still these born-again preachers keep telling me that I'm some sort of Satan incarnate.

I bet they haven't even looked over the game. If you can tell me what's so satanic about Serra Angel, Blessing, Preacher, Miracle Worker, Heaven's Gate, Holy Strength, Tranquility, or numerous others, then be my guest!

**Max Taylor**

*(I'm not going to put my address just in case they want to try to convert me)*

*Stray lightning bolts are a real pain in the ass. But I don't think Magic players have anything to worry about in the near future.*

## Popularity Contest

Just dropping a note to thank you for being resolutely immature. (And for laughing at pressure from fundamentalist parents—that "Secrets of the Wizards" business [*InQuest* #3] ought to make you popular.) I'd like to congratulate you on scooping the rest on INWO pricing, and to ask the



following question: Why the obsession with obscure variants for expansion sets that no one can afford?

**Mike Sugarbaker**  
Albany, CA

*Why the obsession with these variants? The InQuest rule of thumb: fun. Hey, it's either that or blame it on insanity. Your choice.*

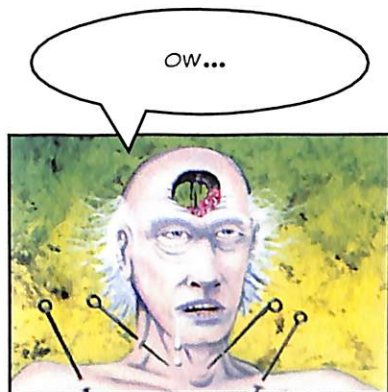
### Less Than Minimum Wage

Let me start out by saying you've got one hell of a good magazine going here. The hard work and dedication that made me a fan of *Wizard* is more than apparent in *InQuest* as well! I'm hooked. Keep it up!

**Jason Swanson**  
Linn Creek, MO

P.S.: How do I get a job at *InQuest*?

*Well, first you have to clean out the dungeons... and then we'll set up a nice little desk for you there.*



**Hmmm...**

I'm playing *Magic* with my friend. He puts down a Black Vise. He has one swamp card. He taps the swamp to use the Vise. I have a Circle of Protection: Black down. Does that mean the Black Vise won't affect me until he gets more land down?

**Charles Calderwood**  
Camden, ME

*Yowch, I think we'd better get you a rule book before you start Fireballing your graveyard.*

### Greetings from Great Britain

Living as I do in England, it's hard for me to pick up your magazine, but I managed it, and on the whole, I was impressed with what I found. However, I do have one small criticism: while I appreciate that the whole point of a Killer Deck is to be as nasty as possible, I'd have preferred it if the lists had included more cards I actually possessed.

Anyway, I do like the magazine, and I will continue to search it out and buy it, so what more do you want from me? Blood? Well, maybe I *could* take up playing *Jyhad*...

**Doug Hare**  
Derby, England

*Hopefully you've noticed that our Killer Decks are getting much cheaper. A number of fans have written to express the same thing, Doug, and we're listening.*

*If you want to be able to make a good deck from the cards you already have, just refer back to the "Deck Building 101" feature in last month's ish.*

*We're trying to make our decks as affordable as possible, but remember—you can always trade like a madman.*

### Game Lover

I've been playing *Magic*, *Jyhad*, and *Spellfire* for over a year now, and thought I'd try out your mag. It was interesting, looked good, had some nice info on upcoming projects (*Dragon Dice*—I like the sound of that), and a great article on real magic ["Secrets of the Wizards," *InQuest* #3]. I'll probably be buying more issues when they come out.

But now for a little point of criticism: in "The Mishra-Urza War" [*InQuest* #3], where's the Ankh of Mishra?

**Ad Rovers**  
Cyberspace

*Uh, still in our play-test deck? How about Lim-Dûl stole it? Would you settle for we forgot it?*

### You're Kidding, Right? (Part III)

Hey, you guys are pretty cool, right? You must be omniscient, too, so I have chosen you to be my adviser on the ways of life. Ever since I was young, I've had this burning question pestering me: How much money is there in the world?

**Kenneth Keith**  
Tulsa, OK

*Since I have nothing better to do, I'll try to figure it out. Let's see, it's less than the national debt, but more than I have in my pocket.*



### The Dutch Connection

Compliments on your magazine, especially on the hot new all-over-the-world "Ban The Channel-Fireball Campaign" ["Wanted: Channel Fireball,"

Editor's Letter, *InQuest* #2]! Families are being split, friendships are being ruined, and discussions are reaching heights never heard of before. Of course, I'm completely on your side: there are far more elegant ways to obtain *Tien ho* ("the natural winning").

**Martijn Pijnenburg**  
Renkum, Holland

*I'd respond if I could get past your name.*

### The All-American Price Guide

The local gaming shop uses *InQuest* as its price guide. I think that kicks butt!

Keep up the good work. Is there any chance that you will be doing a feature on the art of Randy Asplund-Faith?

**Todd Kritz**  
Seattle, WA

*We're hoping all of America thinks the same way. (Ah, the American Dream...) As for Mr. Asplund-Faith, if he's interested, so are we. Another perfect candidate for our new *InQuest* Profile department.*

### Better Than a Comfy Chair

I have been looking for a good magazine on *Magic*, and I think I found it! *InQuest* has the most useful information and the best all-around setup, so I could get to enjoy this magazine.

**Casey Czarnowski**  
Northville, MI

*That's a wrap until next time. Thanks to all of you who wrote in and gave us a fun romp through La-La Land and beyond this month. See ya!*

Michael Searle  
Editor

Send yer letters to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or:

# INQUISITION

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Include your full name, mailing address, and phone number in all letters. Some letters may be edited for space.



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IF IT'S NEWS,  
IT'S HERE!

# 1995 MAGIC CHAMPIONSHIPS



PRODUCT NEWS

**T**he new *Magic: The Gathering* world champion is Alexander Blumke, a 26-year-old student of English literature in Geneva, Switzerland. The new U.S. national champion is Mark Justice, the 24-year-old owner of Baseball Cards America, a game and card shop in Salt Lake City, Utah.

Justice has been playing since the tail end of the release of the *Legends* expansion; Blumke, only since *The Dark*. In fact, Blumke has only played in five or six tournaments total!

The world championships were held the first week of August in Seattle. Nineteen countries were represented by their top four championship finishers, with the 1994 world champion, Zak Dolan, playing as his own country. Players competed as individuals, with their results counting toward the world team championship, which was claimed by the Americans.

Walking into the tournament was like visiting the United Nations; no two conversations were being held in the same language. But some words turned out to be universal: Coca-Cola, OK, and Black Lotus.

The first two days were composed of sealed-deck and Type II tournaments, the results of which were scored Swiss-style. Eight players made the cut, with Blumke and another finalist advancing after a five-way playoff round.

The finals were in double-elimination format with best-of-five duels. The championship duel went the full five games before Switzerland's Blumke knocked off Marc Hernandez of France.

"I was playing my nightmare deck," Blumke said afterward. "I played discard and he played Howling Mine/Black Vise, and the Racks don't do any damage because of the Howling Mines, usually."

Unlike most of the players, Blumke built his deck right before the tournament. "I finished putting the cards in the morning of the day I used it. Actually, in the evening of the day before, it was black/red. But in the morning, I thought, these Lightning Bolts and Fireballs, that's not what's going to make me win. I think the Land

Tax and the Disenchants, that's what's going to make me win."

He ended up playing black/white, plus a single Power Sink. Other features: Racks, Hymns, Mind Twist, Icy Manipulators, Hypnotic Specters, Sengir Vampires, and Mishra's Factories. And, like everyone, Zuran Orbs.

Blumke commented that Vises and Racks are dominating tournaments. He thinks they should probably be restricted for Type II competition.

The U.S. national champion, Mark Justice, agrees. "I think you'd have to look at history. At U.S. nationals, not one blue card got into the final eight, and here there's like one or two Power Sinks. That's all because of Black Vise."

Justice won his title in mid-July in a grueling competition at the Origins game convention in Philadelphia. Over 1,000 players competed for wild-card slots; the wild cards joined the regional winners from all over the country as well as top scorers from the Duelists' Convocation.

Justice, one of the eight national championship finalists, lost his first match, but battled his way up the loser's bracket to beat Henry Stern of Los Angeles for the title.

Justice played The Johtull Wurm Deck, a red/green library with traces of black. It boasted both Black Vises and Racks, along with a full slate

## 1995 Magic World Championship Decks by Color

Blue/White	13
Red/Black	10
Red/White	9
Tricolor	8
White	5
Red/Green	5
Blue/Black	5
Others	16

## 1995 Magic U.S. National Championship Decks by Color

Red/Green	14
Blue/White	8
Black	8
White	7
Tricolor	5
Red/White	5
Others	11

## Top Five 1995 Magic World Championship Teams

FINISH	NATION	SCORE
1	United States	57
2	Finland	51.75
3	Australia	51
4	France	50.25
5	Switzerland	49

National team scores were determined by the wins and losses of team members in one-on-one play. National teams were comprised of the top four finishers in each respective national championship.



of red direct-damage spells, one Mind Twist, one Shivan Dragon, one Orgg, some Whirling Dervishes, and, of course, the Johtull Wurm.

The national finalists were allowed to switch decks for the championship round. Most had played black or half-black decks in the semifinals; a few, red/green. Justice gambled that few would change. "This deck was designed specifically to compete with Henry's deck and the black," Mark commented. "If they'd switched to blue/white, I'd have been in trouble."

Interestingly, Justice designed a new deck for the world championships. After reading that *InQuest* had rated Elkin Bottle "the crappiest card in *Ice Age*" ("Freezer Burn," *InQuest* #4), Justice built a deck using three of them. "It's a great card," he said. "I mean, there are far worse cards than the Elkin Bottle... It was probably a blue/white player that evaluated it."

At the world competition, Justice was eliminated in his second championship-round match, while Stern lost to Hernandez that same round. The other two Americans at the world championships missed the finals by a total of two wins.

And what does Blumke, the new world champion, think of the Elkin Bottle? "I'd rather play with a Jayemdae Tome."

—Beth Moursund

## WotC Reacts Quickly to Chronicles Leak

In early July, Wizards of the Coast announced that it was breaking a company policy and releasing an official list of cards in its *Chronicles* expansion set for *Magic: The Gathering*. Unlike earlier expansion sets, this set's contents were being announced in advance because, somehow, an unofficial list of the cards was already public.

This unofficial list appeared in a number of places. While it was mostly available on the Internet or similar computer networks, it soon made its way into stores as well. Several stores reportedly sold the list to customers who were eagerly awaiting the information.

Ron Richardson, project coordinator for *Chronicles*, says that Wizards of the Coast isn't sure how the list got out. "It's entirely possible that, since this project used cards from earlier sets, someone managed to guess what was on the list. To be honest, how the list got out wasn't the important issue, but how we were going to react."

It rapidly became a moral question for the company. "What it came down to was we didn't want someone to get cheated in a bad trade because one person had the list and knew what would be in *Chronicles*," Richardson explains. "We feel that we have a responsibility to our customers, and we can't let them be taken advantage of."

Richardson added that steps were being taken to make sure that lists of future expansions would not be leaked to the public before publication, but would not go into details for reasons of secrecy. *Chronicles'* unique nature—consisting entirely of cards reprinted from the *Arabian Nights*, *Antiq-*



# QUICK TAKES

## Mythos Goes Lovecraft

Chaosium's first collectible card game, *Mythos*, based on the popular *Call of Cthulhu* roleplaying game, will be hitting the shelves in March 1996. As in the RPG, players of *Mythos* will portray occult investigators, combating the minions and horrors of Yog-Sothoth, Hastur, and Cthulhu at a variety of special locations that possess the key to victory. Elements of the game include tomes, spells, and everyone's favorite, sanity! Starter decks for *Mythos* will cost \$8.95, while boosters will be \$2.95.

—Rich Anderson

## Komputer Kombat

GT Interactive Software (GTIS) will intro-

duce its *Mortal Kombat* 3 CD-ROM to the IBM PC on "Mortal Friday," October 13, 1995. The adaptation of the arcade game will feature a new storyline, eight new characters, 12 new backgrounds, secret moves, and even secret characters. "Kombat Kodes" hidden in advertising will help unlock the game's secrets. Also, *MK3* for the PC will offer network and modem play, allowing computer Kombatants to go head-to-head for the first time.

Kan't get enough *Kombat*? If the New Line movie (released in August) and PC CD-ROM don't satisfy you, try the game on Super Nintendo, Sega Genesis, Game Boy, and Game Gear. There're also a New Line Home Cinema animated video, a worldwide live tour, Hasbro toys, a Marvel Comics comic series, and over 100 licensed products.

—Rich Anderson





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## Rescuers Fly with Wyvern

What does the crew of the U.S.S. *Kearsarge* do to fill the time? The crew responsible for bringing U.S. Air Force Capt. Scott O'Grady home relaxes with *Wyvern*. "Once I played *Wyvern*, I was hooked," says Marine Staff Sgt. Christopher Sheets, who wrote to *Wyvern* creator Mike Fitzgerald the day before the now-famous rescue mission in Bosnia. Sheets and his fellow Marines have been engaged in an ongoing tournament since June. Fitzgerald autographed cards for the crew, and sent a *Wyvern* windbreaker for the tourney champion.

U.S. Games Systems isn't about to let its card game go without support. *Wyvern: The Insider's Guide* (\$12.95 retail) is due out in September, and promises to reveal a whole new perspective on the game. The guide will follow the release of *Wyvern's* *Phoenix* expansion, which will introduce 90 new cards to the *Wyvern* universe.

—Jeff Franzmann

## Baphomet Unleashed

Swiss artist H.R. Giger, designer of the nightmarish movie monsters from *Alien* and *Species*, is featured in U.S. Games Systems' *Baphomet: The Tarot of the Underworld*. The \$60 tarot deck includes 22 full-color cards reproducing the Oscar winner's airbrush acrylic paintings as well as an instruction booklet detailing the cards and how to interpret them.

—Jeff Franzmann

## An Artists' Convocation

*Convocations*—A *Magic: The Gathering* Gallery is the latest release from Acclaim Comics and will ship in September under its Armada imprint. It will feature the work of top fantasy artists Charles Vess and Michael Kaluta, Acclaim artists Rafael Kayanan and Alex Maleev, and *Magic* artists Anson Mad-docks, Jeff Menges, and Bryon Wackwitz.

—Jeff Franzmann



unities, *Legends*, and *Dark* expansion sets—was certainly a factor in the list's availability. Richardson said that this would not, however, hurt the chances for another expansion set reprint down the line.

"Worrying about this list getting out was the last thing on our mind," says Richardson. "The dilemma for us wasn't that somehow people knew, it was that our customers could end up with an unfair disadvantage because of this list."

Wizards of the Coast distributed the official list by releasing it onto the Internet and faxing it to distributors. Within hours, copies of the list were available worldwide and on bulletin boards and networks everywhere. The company stresses that this will not set a precedent for other releases.

—Greg McElhatton

## Daedalus Goes Shadowfist-Crazy

Daedalus is off and running with products for *Shadowfist*, its popular new collectible card game.

The game, a cinematic portrayal of a secret war in which players battle to control magical *feng shui* sites, was released in late July. (See *InQuest's* review, starting on page 22.) Since the game's initial release, Daedalus has put a second printing and players guide on the shelves.

The second printing of cards corrected a few errors in the initial printing. It also dropped some cards from the first set. On the practical side, this rewards collectors who jumped into the game early. Story-wise, it represents casualties of the war. The first-printing cards foreshadow three of these deaths, but others weren't signaled.

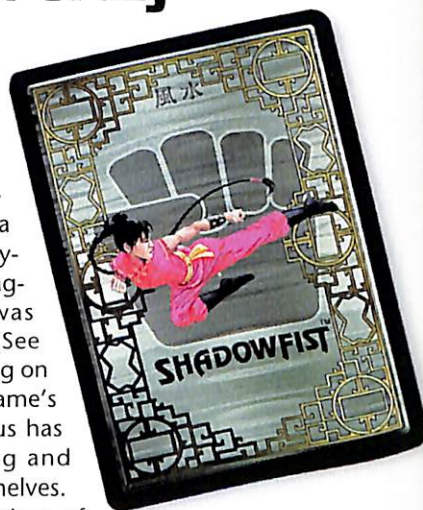
First-printing cards are readily identifiable by the gold stamps featured in their upper right hand corners. These stamps don't appear on second-edition cards.

The players guide contains nine stories that detail the factions and history of the war. This includes "Operation Killdeer," which describes the above-mentioned deaths. The book also features chapters on game dynamics, strategies, and killer combinations.

*Netherworld* is a 140-card expansion. The netherworld acts as a linking point for different time periods. These cards explore this setting, while presenting a conspiracy to overthrow the major factions. Both the Four Monarchs and the Jammers are involved in the plot. (Turn to On the Shelves on page 18 for pricing and other information on *Netherworld*.)

Daedalus plans several future products, including *Feng Shui*, a *Shadowfist* roleplaying game; *Showdown Sets*, pairs of premade decks; and a fourth edition of the *Talisanta* RPG. The company is also in the process of moving its offices from Toronto to Seattle.

—Rich Warren





Los Angeles 7:34 a.m.  
Carlos attacks with  
Ironroot Treefolk and  
a Thicket Basilisk.



Seattle 7:35 a.m.  
Richard draws power  
from his mana pool and uses  
Unsummon to send the  
Treefolk back to Carlos' hand.



But the Basilisk  
creeps up and  
bites him for  
two points.



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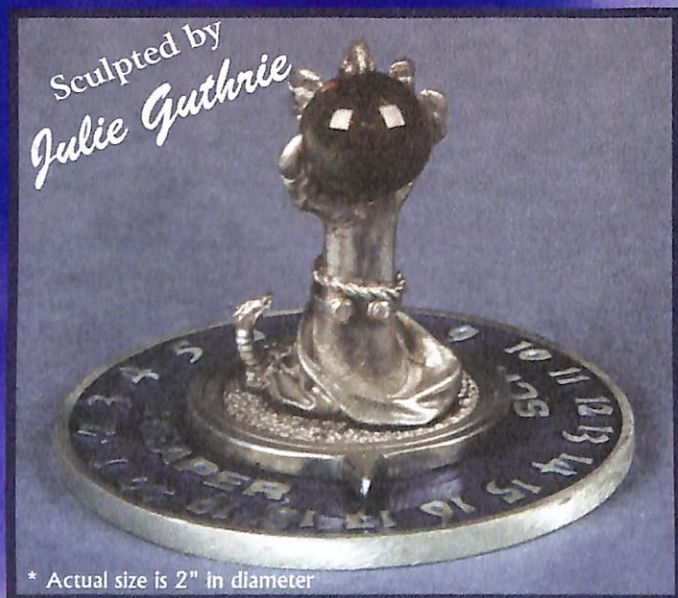
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# Dragons and Klingons in Atlanta

## 1995 Con Combined Comics, Gaming, Science Fiction

Michael Whelan. Timothy Zahn. Ben Bova. Terry Brooks. John Byrne. Clyde Caldwell. Chris Claremont. Anthony Daniels. Richard and Wendy Pini. Robb Ruppel.

The guest list said it all. So did the names of the three conventions: Dragon\*Con, Atlanta Comics Expo, and North American Science Fiction Convention (NASFiC), which combined July 13-16, 1995, for a massive joint convention. With 300 speakers, 300 dealer tables, and 100 exhibitor booths, this triple show offered something to please almost anyone with an interest in fantasy or science fiction.

Over 14,000 fans attended the convention, and many came dressed as Klingons, sword-wielding warriors, and other science fiction and fantasy characters. Even some celebrities joined in the act: the heavy metal band GWAR was among the costumed enthusiasts roaming the programming and exhibition rooms at the Atlanta Hilton and Towers.

In the exhibition room, TSR posted two tall, hooded, black-clad, axe-wielding guards by the entrance to its introductory *Dragon Dice* and *Birthright* seminars. Georgia-based White Wolf, with the largest presence of all the exhibitors, stationed twin *Rage* werewolf stand-ups opposite its booth, where guests could learn and play games or browse through fiction.

Chaosium employees dressed in Arkham Asylum coats. Bold City Graphics stood ready to outfit fans who came without a costume: it sold a variety of gaming-related hats and T-shirts. It also sold bumper stickers reading "Vampires Suck" and "Save Gaming: Kill a Magic Player Today!" (a particularly hot seller).

Nonetheless, 11 *Magic: The Gathering* tournaments were held by Dragon\*Con at the Westin Peachtree Plaza, just down Peachtree Street from where the flashing stars of Planet Hollywood glared at the Hard Rock Cafe on the opposite corner. Gamers could join multiplayer, team, or *Ice Age*

tournaments, or they could try their hand at *Illuminati*, *Highlander*, *SimCity*, *Dixie*, and others.

Other game sessions—there were over 1,000 in all, run at all hours of the day and night—featured *Advanced Dungeons & Dragons*, *Call of Cthulhu*, *DC Heroes*, and *Shadowrun*. *Diplomacy*, *Cosmic Encounter*, *Risk*, and *RoboRally* contests were also held. And computer enthusiasts could play games like *Doom* and *X-Wing*, or try out special virtual reality rigs.

Some of the most popular guests were actor Christopher Lambert, who presented *The Making of Mortal Kombat*; Mike Nelson and Kevin Murphy, who host and play Tom Servo, respectively, on *Mystery Science Theater 3000*; former Skylab astronaut Ed Gibson, a one-time holder of the American record for time in space; and writers Harlan Ellison and Peter David.

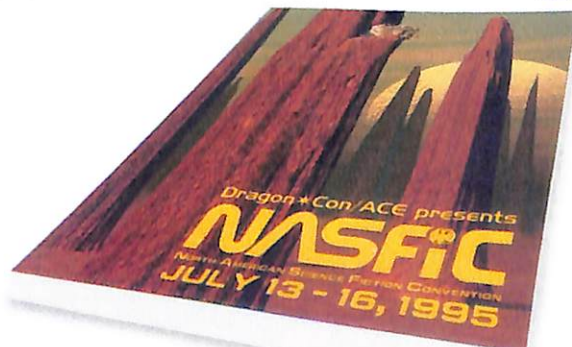
*InQuest* enthusiasts got the chance to take part in an *InQuest* editorial meeting. Keep an eye peeled for articles generated by our Dragon\*Con editors.

At some points, there were up to 17 simultaneous programs. Visitors who had the time could sample a Science Fiction and Fantasy Writers of America meeting, a comic book quick-sketch competition, and seminars entitled "Babylon 5 vs. Star Trek," "Porn vs. Erotica," and "Editors Are Not Your Natural Enemy." Attendees could also get autographs from science fiction writer Ellison, astronaut Gibson, and David Prowse, aka Darth Vader from *Star Wars*—all in one room!

NASFiC, which attracted many science fiction guests and fans to Dragon\*Con/Atlanta Comics Expo, will be reabsorbed next year by the World Science Fiction Convention. The next NASFiC won't be held until 1999, and only then if the WorldCon is awarded to a city outside North America. If that's the case, various conventions will bid to host NASFiC.

Next year, Dragon\*Con/ACE will be held earlier than usual—June 20-23—to avoid conflicts with the 1996 Summer Olympics. In 1997, the convention will move a few blocks over to Atlanta's Market Center, a large meeting and

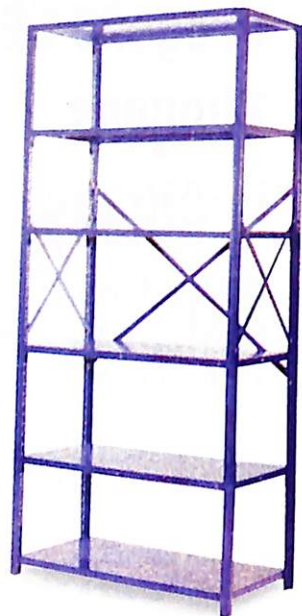
convention center that physically connects to over 5,000 hotel rooms.





# ON THE SHELVES

## THE GUIDE TO UPCOMING GAME RELEASES



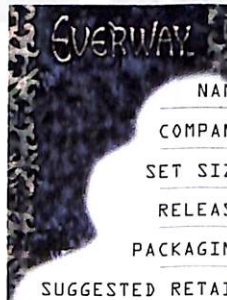
NAME: **Netherworld**  
 COMPANY: Daedalus Games  
 SET SIZE: 140 cards  
 RELEASE: September 1995  
 PACKAGING: 15-card booster packs  
 SUGGESTED RETAIL: \$2.50 per pack

**Here's the Deal:** The first expansion for Daedalus' *Shadowfist*, *Netherworld* features art by Anson Maddocks, Jesper Myrfors, and Rob Alexander on new cards for every *Shadowfist* group. (See the *Shadowfist* review in this issue!)



NAME: **Kult**  
 COMPANY: Heartbreaker Hobbies & Games  
 SET SIZE: 250 cards  
 RELEASE: October 1995  
 PACKAGING: 60-card starter sets; 15-card booster packs  
 SUGGESTED RETAIL: \$8.95 per starter deck; \$2.95 per booster pack

**Here's the Deal:** Control your own dream world, in which all of humanity lives and dies, trapped in a reality you make. In this new collectible card game based on Metropolis' horror RPG of the same name, you take the role of either an Archon or an Angel of Death.



NAME: **Everway Companion Collector Cards**  
 COMPANY: FPG  
 SET SIZE: 96 cards; 6 metallic cards randomly inserted  
 RELEASE: September 1995  
 PACKAGING: 10-card foil packs  
 SUGGESTED RETAIL: \$1.95 per pack

**Here's the Deal:** This limited-edition set (FPG says production is limited to 3,750 cases) features art by noted artists such as Jeff Jones, Ken Kelley, Rowena, and Chris Achilleos. Card backs feature companion notes, questions that guide the creation of characters for Alter Ego/Wizards of the Coast's *Everway* roleplaying game. Six of the cards are randomly inserted metallic cards.



NAME: **Legend of the Five Rings**  
 COMPANY: Alderac Entertainment  
 SET SIZE: 300 cards  
 RELEASE: September 1995  
 PACKAGING: 60-card starter decks; 15-card booster packs  
 SUGGESTED RETAIL: \$7.95 per starter deck; \$1.95 per booster pack

**Here's the Deal:** You're in 15th-century feudal Japan, filled with samurai, ninja, wu-jen, and Kolat assassins battling for control of the throne. This is Alderac's first collectible card game. Think *Shogun*, *Anjin-san*.

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# On Deck

Reviewing the latest releases in collectible card games.

## Vampire: The Eternal Struggle

**W**hen Wizards of the Coast's *Jyhad* hit the collectible trading card market in July of '94, there were high hopes for the company's second game. Unfortunately, the industry wasn't ready. *Magic* was still the dominant game, and most players weren't willing to spend the time and resources necessary to get involved in a new game. This, coupled with the fact that the rules were confusing and often arcane, made many players shy away from *Jyhad*.

But with the tremendous flood of new card games, times have changed. It is within this market that WotC hopes to ignite interest in *Vampire: The Eternal Struggle*, the revised version of *Jyhad*.

Right off the bat, the new title should draw a larger audience. To those unfamiliar with White Wolf Game Studio's *Vampire: The Masquerade*, the term *Jyhad* was cryptic at best. Most people were quicker to associate *Jyhad* with the real-life Islamic holy war than with the ancient power struggle between the elder vampires of the world.

The changes from *Jyhad* to *Vampire* were primarily cosmetic. The cards are color-coded by cat-

egory to make them easier to recognize. Also, cards with cryptic text were re-written to make them more understandable. The biggest difference between the two games is the inclusion of a beginner's set of rules.

To make things a little easier, *Vampire* includes a set of basic rules that helps beginners get a better hold of the game's fundamental concepts. Once you've mastered the basic game, you can move onto the more challenging, and exciting, advanced rules. The game's mechanics and symbols may seem a little daunting at first, but once you get the hang of it, you'll find that *Vampire* is one of the slickest games around.

In both games, the object is relatively straightforward. Each player starts the game with 30 blood points (called pool). When a player's blood total reaches zero, he or she is ousted from the game. Players accumulate victory points when their prey (the player to their left) is killed. It doesn't matter how your prey is eliminated. If he leaves the game, you get a victory point.

The last remaining player receives an additional victory point, but the winner of the game is the player with the most total victory points. Thus, it is possible to win the game even if you are ousted before the game ends.

The cards are divided into three basic categories: master cards, minion cards, and vampires. The vampires are the heart and soul of the game. In order to do anything, you need to have at least one vampire under your control. Each vampire belongs to one of eight clans. There's the Brujah, street punks who play by their own rules, the suave, sophisticated, and political-minded Ventrue, the nature loving Gangrel, and a host of others.

Some vampires have special abilities



### Vampire: The Eternal Struggle

PUBLISHER: WIZARDS OF THE COAST

GENRE: HORROR

RELEASE DATE: AUGUST 1995

SET SIZE: 439 CARDS

PACKAGING: 76-CARD STARTER DECKS;

19-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$8.95 PER

STARTER; \$2.75 PER BOOSTER

RATING: \* \* \* \* 1/2



and political titles, but all vampires are proficient in at least one supernatural vampiric skill. These vampiric disciplines range from Animalism (dealing with and controlling nature), to Celerity (vampiric speed and quickness), to Thaumaturgy (arcane and powerful magic). There are nine disciplines in all, and the more powerful a vampire is, the more disciplines he has access to.

Master cards include specific locations and events, and you are allowed to play one master card per turn. Minion cards include equipment, allies, actions, and combat modifiers that can be used by your vampires.

At the beginning of the game, each player divides his or her deck into two stacks. The Library contains the player's master and minion cards, while the smaller Crypt (usually around twelve cards) contains the player's vampires. Each player then draws a hand of seven library cards and places the top four vampires of his or her crypt face down in the playing area.

These vampires are said to be uncontrolled, and only you may look at your uncontrolled vampires until they become active. In order to make your uncontrolled vampires become active, you need to transfer blood from your own pool onto the vampire you wish to bring into play. During the Transfer phase at the end of your turn, you can move up to four blood from your pool to any or all of your uncontrolled vampires.

When a vampire has as much blood as its capacity (the number in the lower right corner), you flip the vampire face up and it comes under your control. However, since the Transfer phase comes at the end of your turn, you'll have to wait until the next turn to perform any actions with that vampire.

The real action of the game happens during the Action phase, which occurs between the Untap (just like *Magic*) and Transfer phases. During the Action phase, each of your vampires is allowed to take one action. These actions include attaching equipment or retainers (pets), bringing allies into play, hunting for blood, and bleeding your prey. There are also many minion cards that allow a vampire to take different actions, such as taking an ally from another player or calling a political vote.

Whenever a vampire takes an action, it becomes tapped, and other vampires may attempt to block that action. If a vampire is blocked, it enters combat with the vampire blocking it.

If both players do nothing in combat (i.e., neither player plays a card), the combat ends with both vampires striking each

other with their claws for one point of damage apiece. (Whenever a vampire takes damage, it loses that much blood.)

However, there are many cards that can be used to enhance and lengthen the combat. Weapons like Submachine Gun can be used to move your vampire out of claw's reach and then fire away for extra damage. There are also many combat cards that let your vampire strike for more damage, dodge damage, and gain additional strikes. There are also many cards and effects that allow combat to continue to another round, where the same two vampires go at it again.

Once combat is resolved, the action is over and the defending vampire becomes tapped. Even if the acting vampire defeats the defender, the action is still blocked.

If a vampire is damaged and has no blood counters to remove, it goes into an unconscious state called torpor (think: coma). Vampires in torpor cannot take any actions until they are rescued from that state by another vampire. This requires another vampire to take one action and spend two blood. It is also possible to have one of your vampires destroy a vampire in torpor.

As far as winning is concerned, the most reliable way to reduce your prey's blood pool is by using your vampires to bleed



your prey. If a bleed action is not successfully blocked, your prey loses pool. This loss is usually one pool, but there are cards that modify the amount of pool that is lost, and some vampires have naturally higher bleeding abilities.

Of course, it's not always advisable to thrust all of your vampires at your prey, for your predator is always lurking behind the corner. Tapped vampires are not eligible to block; thus, if you crusade against your prey, you're leaving room open for your predator to march in unmolested. It is this delicate balance between predator and prey that

makes *Vampire* such a captivating game.

The action in *Vampire* can be very fast and exciting. Your hand size must always be seven, so whenever you play a card, you immediately draw a card to replace it. This keeps things going, and it gives players more options during their turn.

By the end of the game, most players are just about out of pool—a direct result of the need to spend your own life force in order to accomplish anything. In fact, in most games, the majority of damage you take will be self-inflicted. This aspect of the game truly captures the feel of the doomed nature of the vampire.

Like many veteran *Jyhad* players, I was skeptical about the revised *Vampire: TES*. WotC promised to make the game easier to learn, which left many players assuming that the game's intricate mechanics would be toned down. WotC took the high road by introducing the basic rules: they preserved what was already a great game and made it easier for newer players to learn.

The result? One of the best card games in the industry. Few people will argue that any game is both as smooth and intricate as *Magic*, and those qualities can be credited to Richard Garfield, the game's designer. Garfield's prominent influence in the design of *Vampire: TES* shines through.

There are a few complaints I have with the game, but they are relatively minor. Despite what any packaging or promotion may say, *Vampire* is not a game that can be played straight out of a starter deck. You're looking at a \$20 minimum investment, and even that won't be enough to make a solid deck. You'll need at least a starter deck and about 8-10 boosters before you really feel some flexibility in deck construction. You should expect to spend about \$35 for a decent deck.

*Vampire* is also much more biased towards multiplayer games (4 to 5 players is ideal). I've played many fun and exciting two-player games, but a lot of the intrigue and diplomacy that make *Vampire* such a great game are lost in a two-player setting. Playing a large game of *Vampire* is an activity that you need to set an hour or two aside for, but it is an activity that's an awful lot of fun.

So if you've got the money, the friends, and the inclination, go pick up some packs of *Vampire* (make that several packs of *Vampire*) and have some good, clean, blood-sucking fun.

—Jeff Hannes



# Shadowfist

**B**ased on a broad range of cheesy martial arts flicks, the rip-roaring new *Shadowfist* game from Daedalus Entertainment boasts 19th-century monks, ancient Chinese magicians, modern street punks, and mad scientists from the 21st century.

Designed for two or more players, this is an action-packed game in which you attempt to build up your own power while making sure your opponents don't get too much power themselves. You control a mix of characters representing one of seven factions out to control the world's *feng shui* sites, which are places of mystical power.

The cards in *Shadowfist* fall into five categories, most of which can only be used during your turn. Sites (both normal and *feng shui*) are cards that other players will try to destroy or seize; it's your job to protect them. In order to win the game, you need to control or destroy a total of six *feng shui* sites. However, unlike *Spellfire*, you cannot simply put your final site into play; you must destroy someone else's with one of your characters.

Characters are the second major category of cards. They're your tools for protecting yourself and keeping your opponents in check. Characters are played on the table, and, once in play, may attack your opponent's sites or characters. They may also defend your own sites.

## Shadowfist

PUBLISHER: DAEDALUS ENTERTAINMENT

GENRE: BAD MARTIAL ARTS MOVIES

RELEASE DATE: JULY 1995

SET SIZE: 325 CARDS

PACKAGING: 60-CARD STARTER DECKS;

15-CARD "SHADOWPACKS"

SUGGESTED RETAIL: \$8.50 PER

STARTER; \$2.50 PER SHADOWPACK

RATING: \* \* \* \*

States are special abilities and equipment—sometimes beneficial, sometimes harmful—that you can give to characters and sites. These cards are played on a character or site, and remain there until removed by some other effect.

Edges represent shifts in power, and are played in your territory, independently of your other cards. Like states, they remain in play until removed.

Finally, events are cards that can be played at any time, even during another player's turn. Their effects have a broad range, from destroying cards in play to granting characters temporary special abilities to healing damage from cards in play.

At the start of every turn, you get

The next step is to play a *feng shui* site. If you have no *feng shui* sites in play, the first one's free, and it gives you one power. In order to play further *feng shui* sites, you must pay power equal to the number of *feng shui* sites you already control.

Cards other than sites have a power cost or resource condition that appears in the lower left corner. To play a card, you must spend power equal to the number listed.

In addition, you must have the appropriate resources available. Resources are represented by symbols. There's a different symbol for each faction, and symbols for cards that deal with magic, technology, and *chi*, the mystical life force harnessed by kung fu masters. Many characters and some sites have resource symbols in the lower right corner of the card.

These are the resources which a card provides you with as long as it's on the table.

You don't have to spend these resources to play cards with resource requirements—you just have to have 'em on one of the cards you've played. Even if a character has been killed, it'll still give you resources. This is nice because you don't have to get bogged down in resource management.

Characters are eligible to attack immediately, even on the first turn. To attack, just declare the target (a character or site) and turn the character on its side. Turned characters can't take actions, but don't worry—they all "unturn" at the beginning of your next turn.

Once you've announced your attack, the player to the right of the player you've targeted can intercept your attack. If that player intercepts, combat ensues. Once that player is finished, the intercept option passes to the next player. This continues until everyone has had an option, ending with the player who controls the target of the original attack.

Combat is also very straightforward. All characters have a fight score in the upper right corner of the card. Characters in combat deal their fight score in damage to each other. Any damage a character takes is marked by tokens



*Shadowfist* involves magicians, monks, mad scientists, and monkey kings.

one point of power, represented by a counter, for each site you have in play (none at first, of course). Power is needed to play most cards. Unused power accumulates from turn to turn.

Each player begins the game with a hand of six cards. Ideally, you'll want to start the game with at least one *feng shui* site in hand, but you won't always draw one. However, on your first turn, no matter what you have in hand, you may discard as many cards as you want, then draw up an equal number of replacements.

At the beginning of subsequent turns, you may draw back up to six cards in hand. You may even discard a card before replenishing your hand.



placed on the character. Damaged characters subtract the amount of tokens they have from their fight score the next time they deal damage.

When a character's fight score reaches zero, the character is smoked—killed. If one or more of the attacking characters overcomes all of the interceptors, combat with the intended target begins. If the target is a site, the site takes damage but doesn't deal any out.

If a character does enough damage to smoke a site, she may smoke it or take control of it. If the site is a *feng shui* site, she can smoke the site for five power or she can burn the site for victory. The site is toasted (removed from the game entirely) and counts toward the number of *feng shui* sites the attacker needs to win.

*Shadowfist* is fast, elegant, and easy-to-learn. The rule book is well-written, and it's not hard to teach yourself how to play simply by reading the rules. (Other games have a problem jumping this block.) Even better, the game contains many intricacies and card combinations that put it on a level similar to *Magic*.

In many games, the luck of the draw and stringent playing structure significantly reduces the strategy involved. *Shadowfist* is high on strategy. Even the most experienced veteran will find new combinations and deck-building strategies long after mastering the rules.

The cards are also great to look at. Many of the top artist in the industry have contributed to *Shadowfist*, including big *Magic* artists such as Anson Maddocks, Quinton Hoover, and Melissa Benson.

With its smooth and strategic gameplay, great artwork, vivid setting, and amusing tag lines (many of the card names and flavor text will make you



When Jello goes bad.

laugh out loud), *Shadowfist* presents a winning package.

However, I do have one major complaint. Although I've only had the opportunity to play *Shadowfist* a few dozen times or so, the ability to seize another player's *feng shui* site seems unbalancing. Every time someone gets ahead, it's usually in his best interest to take another player's *feng shui* sites instead of burning it. This improves his lead and cripples his opponent. This is especially lopsided in two-player games, where there's no third party to stop the growing player.

Imagine a game of *Magic* in which, whenever your opponent damaged you, he got to take one of your lands.

Sure, you might be able to come back and win, but you'd definitely be

on the defensive. That's the kind of feeling you get when your opponent takes one of your *feng shui* sites early in the game. That's one less power you can generate, and one more for him. And in *Shadowfist*, once you have the necessary resources, power is everything. The more power you have, the more cards you can play.

Lately I've been playing with the house rule that players cannot seize sites of any kind, and the games have seemed much more balanced. You'll have to experiment with your own play group to see which method works best for you.

Other than that, Daedalus deserves a lot of credit for delivering an excellent game. Don't expect *Shadowfist* to throw any knockout punches at *Magic*, but it's definitely due for a strong showing in the industry. Two fists up for *Shadowfist*!

—Jeff Hannes

Aside from being a frequent InQuest contributor, Jeff Hannes enjoys ending all his fortune cookie fortunes with the words "in bed."



## R A t i n g s

\*\*\*\*\* THE BEST

\*\*\*\* VERY GOOD

\*\*\* AVERAGE

\*\* OK

\* POOR





By Edward Willett



# COMING ATTRactions

## What The Future Holds

**P**redicting the future has always been a popular human pastime. In ancient times, such predictions usually involved slaughtering animals and staring at various body parts laid out on a plate, but today we call that "dinner." Our predictions for the future are based on "on-going global trends" and "super-computer simulations" and "statistical analysis"—although only time will tell whether our methods work any better than our ancestors'.

Governments and corporations want to know what the future holds so they can plan for it, finding ways to consolidate and even expand their power and influence. For them, predicting the future is serious business, and accuracy—although it's an elusive commodity in the future-predicting business, as the *National Enquirer's* psychics can

surely tell you—is all-important.

Science fiction writers and their cousins, science fiction game designers, also want to know what the future holds, but for them, it's not as important to be accurate as it is to be imaginative... and to find a possible future that's interesting. Utopia might be a nice place to live, but nobody wants to read about it—much less play in it.

With that in mind, let's take a look at what the futurists are saying about "the shape of things to come," and compare that to the predictions of some science fiction games: *Cyberpunk* from R. Talsorian Games, *Star Wars* from West End Games (based, of course, on George Lucas' movie trilogy), *BattleTech* from FASA, and *Shadowrun*, also from FASA.

The results won't have much to do with which game is the most fun to play, but if your favorite turns out to be the most accurate, it'll give you another

excuse to use with your non-gaming friends: "It's not just a game, it's a complex roleplaying future-acclimatization module designed to enhance my ability to function effectively in the highly competitive, globalized world of the 21st century," you can tell them. "Now bug off."

### The Techies Shall Inherit the Earth

Most people, when they think of the future, think first of technology. There are certain developments under way now that almost everyone agrees will have a profound influence on the way the world looks in the next century.

The first is genetic engineering. Right now, it's limited to turning bacteria into little drug factories and creating superior crops. But in the near future, as we come to understand the genetic sequences of animals and ourselves better and better, we may be able to abol-



ish diseases caused by defective genes and even teach the body new tricks, such as repairing damaged nerve cells, which don't normally fix themselves.

Eventually, genetic engineering will allow us to reshape animals for special needs, and even modify our own bodies to order. Imagine humans with gills, living their entire lives on the sea floor... humans modified to live in zero gravity, unable ever to set foot on Earth... humans modified to run a two-minute mile... humans immune to disease or pollution... humans genetically modified to be scientific or artistic geniuses... or, on the darker side, humans genetically engineered into subhuman slaves—or superhuman soldiers.

In the gaming world, such genetic engineering gets passing mention in *Cyberpunk*. For example, cars are powered by CHOOH<sub>2</sub>, a biofuel made from genetically engineered yeasts and wheat. Some genetic engineering is also used to create "biosculpted" bodies, mainly for the very rich. And people have died in "bioplagues." (Genetically engineered bioweapons are one of the scariest possible uses of this technology.)

Genetic engineering is hardly mentioned at all in *Star Wars*, though it apparently exists—the infamous "Clone Wars" are proof enough of that. *Shadowrun* certainly has its share of mutated humans and animals, but they were mutated by magic—not quite the same thing, Clarke's Law ("Any sufficiently advanced technology is indistinguishable from magic") notwithstanding. And in *BattleTech*, hardware substitutes for what might be done with genetic engineering in another gaming world. In this area, give *Cyberpunk* the edge.

### Small Packages, Big Impacts

Another hot topic among futurists is nanotechnology. From time to time, you'll hear about a research group creating microscopic gears or even a microscopic steam engine, or writing their corporate name using individual molecules: that's nanotechnology.

"Nano" has nothing to do with the old *Mork & Mindy* television show. It means "one billionth," so a nanometer is one-billionth of a meter. "Nanotechnology" is technology so small it has to be measured in nanometers.

What can such tiny machines do? Not much, now, but some day...

Picture a syringe filled, not with drugs, but with billions of tiny robots that race through the plugged arteries of a heart patient and scour them clean, or find and destroy cancer cells. Picture microscopic robots cleaning up oil spills or toxic waste dumps or destroying a plague of locusts. Picture, in fact, anything you want. Limitless power, immortality, a perfectly restored environment: these are the dreams

of nanotechnologists. Will they happen soon? Maybe not... but the promise is there. Or the threat: nanotechnology could kill and destroy as easily as it could heal and build.

*Cyberpunk*, again, has the edge in dealing with this concept, although nanotechnology is limited to medical purposes (including, again, resculpting bodies) in its world; the other games don't make use of nanotechnology at all.

### Highways of the Mind

But now we come to a real biggie, "virtual reality"—reality simulated by a computer. It's already around, in arcades and laboratories and even a few homes. Mostly, it's extremely primitive, involving just two or three senses at a time: sight, sound, maybe a few physical jerks and jolts. But the virtual reality of the future may be indistinguishable from "real" reality... and then what?

Communication could be transformed: why meet people in person when a better-dressed, more handsome virtual version of yourself could meet virtual versions of them in a virtual casino in virtual Monaco? Industry could use virtual

reality to test new technology and processes for far less money and with far less danger to the environment and workers. And what teenager could be bored with Shakespeare if he virtually became Hamlet?

The danger? Anyone with a computer knows how addictive even today's games can be. People might become so enamored with virtual reality they'd choose to live within that artificial world full time, while their bodies wasted away. The effect on society of such massive cocooning could be immense.

And as long as we're on the subject of virtual reality, we might as well fold in the other computer-related

topic central to any prediction of the near future: the Net.

As the Internet, commercial on-line services, telecommunications, television, and who knows what else melds together into one great "information superhighway" (you thought you could avoid that term in a gaming magazine, didn't you?), society is likely to become both more homogenized and more splintered. More homogenized because everyone will have access to the same information: more splintered because of the immense possibilities opened up for the forming of sub-groups of all kinds. (Witness the proliferation of Usenet newsgroups today.)

Some futurists would have us believe the Information Age will yield a new global sense of community; others see it as making it easier and easier for terrorists, both physical and purely cyberspatial, to strike at governments, corporations, and individuals.

Of particular concern recently has been the ready availability—if you know where to look and are sufficiently persistent—of pornographic material on the Net, ranging



Virtual reality is on the horizon.



from pictures of swimsuit-clad models to child pornography, bestiality, and more. There has also been a hue and cry raised about "cyberspace predators" preying on innocent children using the Internet by sending them sexually charged material. Despite the fact that equally graphic material—and far more dangerous real-life predators—can be found in every city already, the concern over "cyberporn" has prompted calls from government officials in various places for laws governing what can and can't be transmitted over the Net, and, from the Internet community, a loud answering cry of "Censorship!"

Many experts claim the debate over cyberporn is moot, pointing out that it's almost impossible to censor anything on the Internet: its roots, after all, are in a military network designed to be so decentralized that it could continue functioning even after losing large chunks of itself to nuclear war. The Internet, these experts say, deals with censorship the same way it does with damage: it routes around it. Legislators in one country might be able to have an impact on what is available on computers in that country, but they have no control over what is available on computers in other countries—and on the Internet, material from anywhere in the world is only a few mouse clicks away.

Nevertheless, the "Cyberporn Debate" could lead to an attempt by the government to crack-down on the free flow of information currently enjoyed on the still-infant Net... which in turn could provoke more and more elaborate efforts to subvert the system, to obtain the data no one is supposed to see—not just pornography, but secret government files, business records, and the like—and broadcast it, or maybe sell it to the highest bidder.

This is the world of *Cyberpunk* and, to a lesser degree, *Shadowrun*. Virtual reality and the Net (the Matrix, in *Shadowrun* terms, where of course it's also mixed up with magic) are melded together to create a kind of "astral plane" in which much of the action takes place.

*BattleTech* and *Star Wars* both boast their own versions of the Net, in their cases spanning whole galaxies; in *Star Wars* it's the "holonet." *BattleTech's* *Chaos March* book presents its information as coming from "Mercnet."

### "Steve Austin, Where Are You?"

There's another technology that shows up in all four of these games that even mainstream futurists agree may have a huge impact on our lives: bionics.

*The Six-Million-Dollar Man* may have seemed far-fetched, but we're getting closer and closer to the point where we'll really be able to say, "We have the technology." Scientists have already built replacement arms wired into the wearer's nervous system, equipped with hands dexterous enough to play a musical instrument, and pressure and temperature sensors that can transmit feeling as well.

Artificial ears and eyes are under development, as are replacements for just about any other body part you can name. There's no reason those replacements can't be made with abilities the originals don't have. Or, as *Cyberpunk* puts

it, "you've got interface plugs in your wrists, weapons in your arms, lasers in your eyes..." And in *Star Wars*, Luke Skywalker himself has a replacement part or two.

The same technology could enable those with undamaged bodies to enhance their abilities with artificial parts: which could give us the 'Mech Warriors of *BattleTech* and the "battle-armored road warriors" of *Cyberpunk*. And *Star Wars'* C-3PO basically has a fully bionic human body without any human parts. (A University of Utah spin-off company



On the Net, a million strings of data are at your fingertips.

called Sarcos is already creating human-sized, lifelike robots that can see, speak, and even dance or hit a racquetball. All the robots lack is their own brain; they're currently operated by humans wearing sensor suits that send signals to the robotic bodies.)

### Getting There is Half the Fun... At Least

If so far it seems that *Cyberpunk* and *Shadowrun* hold the edge in the reality department, it's mainly because they take place on Earth, for the most part, although there has been some movement into space in the *Cyberpunk* universe. *BattleTech* is set in the distant future and *Star Wars* in the distant past, when people think nothing of flitting from star to star. Much as it pains me to say this, as a science fiction fan from far back, that's probably the least likely element of any of these games.

Space travel as portrayed in *Star Wars*, *BattleTech*, *Star Trek*, and umpteen other science fiction stories and games may never be possible. Certainly it won't be possible within the next quarter-century or so. The speed-of-light limit imposed by Einstein's Theory of Relativity isn't just a good idea: it's the



law. If we ever find a way to subvert it, it will involve enormous energies such as you might find bound up in a black hole or similar stellar object. It's highly unlikely anything the size of the *Millennium Falcon* will ever be able to zip into hyperspace and flit to another star in a matter of hours.

There's nothing to stop us from moving throughout our own solar system, but given the current state of the space program and the financial pressures on it, it's doubtful that in the near future we'll be doing much more than the kind of low-Earth-orbit space-hopping we do now. Give *Cyberpunk* the edge in reality in the space-technology field, as well; it boasts orbiting and lunar colonies and mass drivers capable of hurling rocks down on targets on Earth, with all the effect and none of the fallout of nuclear weapons.

### Will Newt Still Be Writing Alternate History Novels in 2095?

The fact that such an attack has been carried out in *Cyberpunk's* history is a pretty good indication that the world's political situation isn't great in that game. But then, the major driving force behind the action in all four of these games is the political situation. Politics is particularly difficult for futurists to deal with, because, unlike technological advances, political changes aren't governed by natural law.

*Star Wars* and *BattleTech* posit perfectly reasonable political situations, as far as we can tell; they're both so far removed from the here and now that there's not much point even commenting on them. *Cyberpunk's* "world" is much closer to home, though. Its dark future is based on the misuse of some of the technologies mentioned above, and something called "technoshock," which occurs "when technology outstrips people's ability to comprehend or fit it into their lives." This leads directly to a breakdown of society, called the Collapse, and to a future when "everything is more or less run by the corporations."

Much the same kind of political situation is postulated in *Shadowrun*, with the exception, of course, that the collapse of society in that game was caused by the resurgence of magic, not by advancing technology (although... see Clarke's Law, above). Very few futurists are predicting a sudden resurgence of magic, although New Age types may beg to differ.

Corporations taking control? The fact that money flows around the world in an instant via computer is leading to a globalization of the economy in which multinational corporations, beholden to no one country, are already becoming a law unto themselves. (So are the 20-somethings handling their affairs, as the world learned recently when a young broker helped bankrupt Britain's oldest bank.) And "globalization" is one of the concepts we're told by even

the most staid of futurists that will affect us more and more in the years to come. Chalk up another hit for *Cyberpunk*.

### It's Not Easy Keeping Green

Finally, there's the environment. Global warming is on the agenda for the 21st century, and nobody is sure what

effect it will have. Massive hurricanes? A possibility. Droughts, floods, rising sea levels? Ditto. Ozone depletion, too, may continue to be a problem; recent international treaties have lessened the threat, but there are still plenty of chlorofluorocarbons in the atmosphere chewing at our planetary sunscreen.

Deforestation, desertification, air and water pollution... economic concerns may have

pushed environmental issues to the back burner today, but those problems will

still be there, only worse, tomorrow. Surprisingly, how-

ever, they play little part even in the dark near futures of *Cyberpunk* and *Shadowrun*.

Despite that rather odd omission, the award of "nearest to what the future may really hold" has to go to *Cyberpunk*. Its technology and politics are both firmly extrapolated from the present day in the best hard science fiction tradition.

Does that mean we should be buying our assault rifles now and hunkering down in the woods? Not necessarily. *Cyberpunk* may be the most plausible, but that hardly means its postulated future will come to pass. In a way, *Cyberpunk* is the flip side of those glowing stories about the wonders of the 1990s that appeared in *Popular Science* in the '30s. Many of those wonders actually came to pass, but problems came along with them. For the sake of creating an interesting game, *Cyberpunk's* designers have accentuated the threats of technological and political change without much leavening their vision with the good things that could also happen.

The future as it really unfolds will probably have elements of both *Popular Science* gee-whiz and *Cyberpunk* ugh-shriek. Genetic engineering, nanotechnology, virtual reality, the "information superhighway," space exploration, environmental change, political change—developments in each of these fields will reverberate through society and interact with developments in other fields...

And who knows? Something else may come out of that other, ever-popular field of human endeavor—left field—and change everything.

All of which means that if you really want to know what life will be like in 2020, you might be just as well off slitting open a nice fat goat and studying the resulting mess.

Your prediction will probably be about as accurate as anybody else's.



Edward Willett is a science and science fiction writer from Regina, Saskatchewan, Canada, who has a strong interest in what the future holds, since he expects to be living there.



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# Fyndhorn Fire

By Jeff Hannes

As a longtime fan of green and red—no, I don't use Channel/Fireball—there were two cards in *Ice Age* that instantly caught my attention—Fyndhorn Elder and Tinder Wall. A Llanowar Elf that taps for two green mana? A Wall of Wood that you can sacrifice for two red mana? Heck, it's like a miniature Dark Ritual!

Images of third-turn Craw Wurms and Forces of Nature danced through my head—until I saw some of the new *Ice Age* beasts. With its power-boosting ability, the Shambling Strider puts the Craw Wurm to shame. And the Scaled Wurm? Now *that's* a big creature. Forget Bayou Lightning (Killer Decks, *InQuest* #1), it's time for Fyndhorn Fire!

As soon as I saw the Fyndhorn Elder, I knew I had to have four. So I quickly picked up three more and formed the basis of my deck. From there I decided to go all *Ice Age*. Tinder Walls, Fyndhorn Elves, and Jeweled Amulets all gave the deck accelerated mana production, but the real fun was deciding what to do with all that mana.

The basis of green is creatures, so I couldn't ignore some of the larger ones. At eight mana, the Scaled Wurm is a little overpriced, but it's not too hard to get him out on the fourth turn with a decent draw. A typical start goes something like this: tap your first-turn forest to power a Jeweled Amulet or summon the Fyndhorn

Elves. Play a forest and tap everything on the second turn to play a Fyndhorn Elder. Play a Tinder Wall on the third turn, and load up the Amulet if necessary. On the fourth turn, sacrifice the wall, tap the Elder, and tap four lands for a total of eight mana. Bang! Instant Wurm.

It's even easier to get out Shambling Striders, and it's no problem finding mana to pump them up. The real beast of this deck, though, is the Karplusan Giant. With a deck full of snow-covered lands, his special ability (tap any snow-covered land to give him +1/+1) makes killing Carrion Ants seem as easy as walking around a picnic ground. Using the procedure outlined above, it's pretty easy to get the Giant out on the third turn, although sometimes it's best to wait a turn so he doesn't get Incinerated or Bolted. Giant Growths give your creatures some added punch, and if your opponent has blockers, Aggression lets you plow through them like stray weeds.

And of course, once you've gotten all those huge creatures out, you should have plenty of extra mana to stuff into a Lava Burst or Hurricane. So long, Serra! With all that green mana, Forgotten Lore becomes just as good as a Regrowth.

There are a few other cards that provide some nifty tools. One of the game's most versatile cards, the Icy Manipulator, can help you deal with problem cards like Ice Floe and Pit Trap. The Jester's Cap is a must for any serious *Ice Age* deck, as it can provide the crushing blow. If your opponent's relying on Swords to Plowshares or Terrors to kill your creatures, remove three of them from the game.

The Ice Cauldron is another artifact that can help deliver the *coup de grâce*, and its uses in this deck are many. If you're having trouble pulling mana producers, use the Cauldron



## Fyndhorn Fire

### CREATURES

#### Green

- 4 Fyndhorn Elders
- 3 Fyndhorn Elves
- 1 Lhurgoyf
- 2 Scaled Wurms
- 2 Shambling Striders
- 4 Tinder Walls

#### Red

- 2 Karplusan Giants
- 1 Orcish Librarian

### SPELLS

#### Green

- 1 Essence Filter
- 1 Forgotten Lore
- 4 Giant Growths
- 2 Hurricanes

#### Red

- 2 Aggressions
- 4 Lava Bursts

### ARTIFACTS

- 1 Jester's Cap
- 4 Jeweled Amulets
- 1 Ice Cauldron
- 1 Icy Manipulator

### LANDS

- 12 Snow-Covered Forests
- 8 Snow-Covered Mountains

### SIDEBOARD

- 3 Anarchies
- 1 Essence Filter
- 2 Monsoons
- 2 Whiteouts
- 4 Pyroblasts
- 2 Shatters
- 1 Thoughtleech



to store mana for your big creatures so you can get them out faster. Another option is to load all of your mana into a Lava Burst or Hurricane when you put it on the Ice Cauldron. Then, when you actually cast the spell, you can do twice as much damage. Just remember, it's almost always in your best interest to use the Cauldron at the end of your opponent's turn. That way, you can save your mana for anything that might happen until then.

Finally, there's one card here that's probably got you scratching your head: the Orcish Librarian. Don't knock it! Once you've got enough mana, Tinder Walls and lands aren't going to do you much good. Use the Librarian to make sure the next card on your library is something you actually want. (Just don't use it too much, or the ravenous Librarian will eat your whole stack.)

Of course, the key to winning with a tournament deck is the sideboard, and Fyndhorn Fire's supporting cast contains some killer cards. The best card in the sideboard is Anarchy, which can crush anyone relying heavily on white. If your opponent's playing blue, he may quickly regret having to face you. Between Pyroblast, Monsoon, and Thoughtleech, even the most devious of blue mages will have his hands full. Having a problem with enchantments? Throw in another Essence Filter to handle the job. A couple of Shatters should ward off any offensive artifacts, and Whiteout should keep even the toughest fliers at bay.

Overall, this is a deck with which you can have a lot of fun. Be creative. Shuffle in some new creatures and spells, or add your favorite artifacts and enchantments. Fyndhorn Fire should provide enough amusement to last an ice age!

Jeff Hannes, who's interning for *InQuest*, will shortly be asked to put his money where his mouth is regarding that Bayou Lightning crack.



## THEME DECK THE NON-KILLER DECK

# Somewhere Over the Rainbow

At long last, Wizard Press is off to see the wizard!

That's right: this month's theme deck is based on none other than *The Wizard of Oz*. Who hasn't seen this overplayed movie at least seven times?

(I originally tried working out a theme deck based on *Sesame Street* and the Muppets, but it didn't take long before I realized that the only good card I could find was War Mammoths, for Snuffleupagus, of course.)

*The Wizard of Oz*... Well, let's just say that when I got a look at the *Ice Age* Shatter, I knew what had to be done. Dorothy, Toto, the Scarecrow—they're all here! We even made room for the flying monkeys (with a little help from our friend the Stone Giant).

OK, so the deck's not totally accessible or tourney-legal (yes, it requires two Mox Rubies), but is this actually playable? Uh, it'd do pretty well against my muppet deck. As for true competition... well, you'll have to judge for yourself.

## Credits

### CAST OF CHARACTERS

- 1 Lady Evangela (The girl, the rainbow... it's perfect!)
- 1 Snow Hound (There are only so many summon dog cards)
- 1 Scarecrow
- 1 Brass Man
- 1 Savannah Lions
- 2 Sabretooth Tigers
- 2 Balduvian Bears (Oh my!)
- 1 Sorceress Queen (The wicked witch of the West)
- 2 Barbary Apes (Monkeys)
- 1 Stone Giant (Make them flying monkeys!)
- 1 Ironroot Treefolk ("Don't pick my apples!")
- 2 Kobolds of Kher Keep (Munchkins!)
- 1 Prodigal Sorcerer (The grand old wizard himself)
- 1 Shyft (It's a horse of a different color!)
- 1 Verduran Enchantress (Glenda the good witch)

### PROPOSED PLOT DEVICES

- 1 Adventurer's Guildhouse (Take that, you nasty witch!)
- 1 Arcum's Weathervane (Are you a good witch or a bad witch?)
- 1 Braingeyser (If I only had a brain!)
- 1 Chaos Orb ("Who dares to disturb me?!")
- 1 City in a Bottle (The Emerald City)
- 1 Dark Heart of the Wood (Tin men have feelings, too)
- 1 Desert Twister ("I don't think we're in Kansas anymore...")
- 1 Farmstead (Speaking of Kansas)
- 1 Field of Dreams (Yaawwwwn...)
- 1 Flying Carpet (The broom's in the shop)
- 1 Ice Cauldron ("I'll get you, and your little dog, too!")
- 1 Infinite Hourglass (Time's running out!)

- 1 Melting (Oh, what a world!)
- 1 Morale (Even lions can use a boost every now and then)
- 1 Mox Emerald
- 2 Mox Rubies ("There's no place like home!")
- 1 Rust (Oil!)
- 1 Shatter (*Ice Age* artwork, of course)
- 1 Wings of Aesthir (More flying monkeys!)

### LAND

- 4 Bayous
- 4 Deserts (Follow the yellow brick road)
- 2 Plateaus
- 1 Rainbow Vale
- 2 Savannahs
- 2 Taigas
- 2 Tropical Islands
- 2 Tundra
- 1 Underground Sea
- 1 Volcanic Island

**Jeff Hannes**  
**Moviegoer**



and



and



, oh my!









# Ray of Command

By Jeff Hannes

## Peculiar and powerful uses for some of *Magic's* more versatile cards.

If you hate playing against blue mages, *Ice Age* only made things worse. On the other hand, if you enjoy playing blue... well, it probably didn't take you too long to figure out that Ray of Command is a great card. It's also common, so picking up four of them should take no work at all.

However, if you're just using this obnoxious spell to take control of your opponent's creature for a turn and attack with it, you haven't been using the Ray to its full potential.

Here's a simple trick that's sure to get sour looks from your opponent. Wait until your opponent declares her attack, then take control of one of the attacking creatures and use it to block. At the very least, you should be able to knock off one of your opponent's creatures this way; with any luck, you can kill two birds with one stone.

Although Ray of Command works pretty well by itself, its true strengths come out when used in combination with other cards. Take a look at a card like the Minion of Leshrac. Its ability—tap to destroy target land or creature—is great, but the upkeep cost—the sacrifice of a creature—can really be a drain. However, throw a couple of Rays of Command into the equation and you've got a pretty lethal combination. Use the Ray to take control of one of your opponent's nasties during your upkeep, then feed it to your drooling minion. Doesn't cost you a creature, and tastes even better than an Ornithopter!

IT'S EASY



Of course, the Minion is just one of many cards in *Magic* that requires the sacrifice of a creature. There's also Lord of the Pit, Ebon Praetor, Hell's Caretaker, Kjeldoran Dead, Soul Exchange, and Hecatomb, to name just a few.

Need to get rid of a creature permanently, instead of just Unsummoning it? Play Siren's Call during your opponent's turn, then Ray of Command the creature you want to die. It won't be able to attack, so poof! There it goes, drawn into the depths of the sea by the call of the mermaids. Another not-so-friendly combo includes either Juxtapose or Gauntlets of Chaos. Take control of one of your opponent's lesser creatures with the Ray, then swap it back to him for an even better creature that you get to keep for more than one turn.

Another card that can work well with the Ray is the red-hosing enchantment Wrath of Marit Lage. This taps all red creatures in play, and prevents them from untapping. Say your opponent's got a Shivan Dragon that he's keeping untapped for defense. Use the Ray to send the Shivan his way for some hefty damage, and then watch your opponent grumble as he realizes that he won't be able to untap his grounded dragon. Ouch!

There are plenty of other cards that work well with Ray of Command, but the two that work best are Diamond Valley and Berserk—especially if you have both of them. Remember, the Ray's controlling influence lasts until the end of the turn, so you can attack with the stolen creature or use its ability.

If you attack and cast Berserk on your stolen beastie, it will die—but not until the end of the turn. That means you can sacrifice it to the Diamond Valley for some quick life before it retires to its owner's graveyard.

You can also try stuffing it in a City of Shadows or Ashnod's Altar if you're short on mana. Or heck, stuff it in there even if you don't need the mana—as long as your opponent doesn't regain control of their creature.

Ray of Command has dozens of uses, and a lot of them aren't even evident until you check out the abilities of the creatures you take control of. Did your opponent just play a Prodigal Sorcerer that's going to waste your Phantasmal Mount next turn? Take control of the Prodigal Sorcerer with a Ray of Command, then have the Sorcerer do a point of damage to himself. Better luck next time, Tim.

OK, so you get the point. Just remember one simple rule when using the Ray of Command: if your opponent gets her creature back in one piece, you're not using this spell to its full potential. So go ahead: load some Rays of Command into your deck, and be the scourge of all your friends!

Jeff Hannes spent the summer working for InQuest, where he marked every room with his scent.



PERDONÉME, SEÑOR,  
PUEDE DECIRME: ¿QUE ES  
UN ORNITHOPTER?

# Stumpers

Tough gaming questions for *Magic* answered by the experts.



■ Mmmm. Elf stew. Y'know, it tastes like chicken.



■ Geez... how much salt would it take to kill this thing?

**Q:** If I Sleight of Mind a Crusade, then cast Remove Enchantments to bring it back to my hand, does the text revert to "white" when I re-cast Crusade?

—B. Lake, Cyberspace

**A:** Yes, it does. Cards that leave play have no memory of a previous existence.

**Q:** If a Green Ward is cast on a creature with Instill Energy on it, would Instill Energy be destroyed?

—S. Travis, Taylorsville, KY

**A:** Yes, unfortunately.

**Q:** If I have Bottle of Suleiman, castanimate Artifact on it, and then Regeneration, what happens if I decide to use its special ability? It says discard the bottle, but I have Regeneration on it. Can I save the Bottle only to do it all over again?

—C. Meyers, Buffalo, NY

**A:** The assumption we've made is that the destruction is part of the activation cost. Since there's no way to interfere with a cast in *Magic*, this destruction is effectively a sacrifice. You can't regenerate the bottle.

**Q:** Can a Circle of Protection: Red be used to prevent all damage done to you by a Power Surge, or do you have to spend a separate mana for each untapped land?

—M. Smith, Crestview, FL

**A:** Power Surge does all its damage at once, so you need only spend a single mana. It's worded the way it is specifically for that reason.

**Q:** Could I give my Giant Slug snow-covered forestwalk or Pendelhavenwalk?

—C. Wicks, Cyberspace

**A:** Nope, only walking on regular land types like forest or mountain. But snow-covered lands are considered basic lands, so a forestwalker could tackle snow-covered forests as well as typical forests.

**Q:** I have a Ley Druid and Ice Floe in play. My opponent attacks me with two creatures. May I tap the Ice Floe, keeping the first creature tapped and unable to untap, then use my Druid to untap the Floe and tap the sec-

ond creature, keeping them both tapped?

—C. Wicks, Cyberspace

**A:** Only the most recent target of the Ice Floe would remain tapped.

**Q:** My opponent has a storage land with 10 counters. I turn it into an Island with Phantomasmal Terrain. Later, he Disenchants the Terrain. Does his land still have 10 counters on it?

—I. Ley, Jefferson City, TN

**A:** Yes.

**Q:** Can a Goblin Chirurgeon sacrifice itself to regenerate a creature?

—D. Phelps, Grand Island, NY

**A:** Yes. This is a recent change! A card can sacrifice itself to itself as long as it doesn't say otherwise, like Lord of the Pit.

**Q:** I have two Tetravuses in play. The card reads that during your upkeep, you can move each of the Tetravus' tetravite counters on or off the Tetravus, regardless of who controls them. So does that mean if my opponent steals one of my Tetravuses with a Seasinger, I can remove the tetravites from the Tetravus I lost and transfer them to the Tetravus I own? Would it now be a 7/7 creature?

—J. Goodwin, Fort Davis, AL

**A:** No. You can't put more counters on a Tetravus than it gives itself (i.e., three). You can remove the "tetravites" as a response to the Seasinger, though.

**Q:** I have a Force of Nature in play. Can I skip paying four green mana during my upkeep and use a Circle of Protection: Green to prevent the eight points of damage?

—C. Alexander, Franklin, TN

**A:** Yes.

**Q:** I tap my Seasinger to gain control of my opponent's Deep Spawn. Then I sacrifice the Deep Spawn to my Homarid Spawning Bed and put eight 1/1 tokens into play. Do I still maintain control of all these counters with my Seasinger? And what happens if I untap the Seasinger?

—P. Natale, Sparta, NJ

**A:** You sacrificed a creature you controlled to your Spawning Bed. They're your token crea-

tures; the Seasinger has nothing to do with it.

**Q:** If my opponent has an untapped Royal Assassin, and I use my Northern Paladin to destroy it, can the Assassin tap to destroy the Paladin before he's destroyed himself?

—G. Carter, Ball Ground, GA

**A:** Yes. Both creatures would die.

**Q:** I have a creature with an enchantment on it—say an Unholy Strength. My opponent uses her Sorceress Queen on it. Does it become a 0/2 plus the enchantment, or just 0/2?

—J. Chan, Oceanside, NY

**A:** 0/2 plus the enchantment.

**Q:** Do walls heal?

—D. Duffer, Cyberspace

**A:** You mean, like every other creature? Yes.

**Q:** I tap my Demonic Hordes. It's kept from untapping with a Meekstone. When it's my turn again, do I have to pay the BBB to keep the Hordes from tapping and destroying one of my lands?

—B. Poole, San Antonio, TX

**A:** Yes, you do have to pay the upkeep cost.

**Q:** If I use a COP: Black to protect myself from the damage dealt to me by a Minion of Leshrac, must I tap the minion?

—S. Johnson, Rolla, MO

**A:** Assuming you have no creatures to sacrifice and therefore must take the damage, yes, it must tap.

**Q:** Can I use the Blinking Spirit's ability to return itself to my hand at any time?

—A. Pullin, Pasadena, CA

**A:** Any time fast effects can be used.

**Q:** Can Pestilence kill a White Knight that has protection from black?

—B. Fazzio, Cyberspace

**A:** No.

**Q:** OK, I've got Enduring Renewal in play with an Atog and an Ornithopter. I sacrifice the Ornithopter to the Atog to pump him up. Because of Enduring Renewal, the Ornithopter



doesn't go to the graveyard, but back into my hand. Can I keep casting and sacrificing the Ornithopter to the Alog over and over again to make him infinity/infinity?

—“Ballmaster,” Cyberspace

A: Until we publish the errata on Enduring Renewal, yes.

Q: The wording on Nameless Race says: “Effects that prevent or redirect damage may not be used to counter this loss of life.” My question is, can I use a Reverse Damage on this loss of life?

—SamMarital, Cyberspace

A: Loss of life is not damage, so no.

Q: If my Sentinel blocks a Carrion Ant (0/1), which later inflates itself during combat with two mana (2/3), does the Sentinel's toughness increase as well?

—Jimnasium, Cyberspace

A: No. When blocking or being blocked by a creature with Firebreathing (or similar power enhancing abilities), the Sentinel must choose its toughness as a fast effect. That toughness must remain constant, barring further spells or effects, until the end of the phase.

Q: If I cast Recall and it's countered, do I lose the cards I set aside to be sacrificed?

—Brian Caldwell, Stony Point NY

A: Well, according to the WoTC database...

ERRATA: Recall should be read as follows: “Choose and discard X cards from your hand to take X target cards from your graveyard and put them into your hand. Remove Recall from the game.”

Note that you choose the cards when Recall is played, before it would be countered. If it turns out somehow that not all of those cards are in your hand when the effect resolves, you discard the rest of the chosen cards but get no cards back from the graveyard. If Recall fizzles on one of the target cards, it will work normally on the others, just as with any multitargeted effect.

Players concerned about their opponent cheating in this way (i.e., just deciding which to discard when the effect resolves) should agree on some sort of protocol for keeping track of which cards were selected. For example, the hand might be divided into two groups for the duration: the cards selected for Recall, and the cards not selected.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or write to:

**STUMPERS c/o InQuest**  
151 Wells Ave.  
Congers, NY 10920  
Include your full name, address, and phone number.

# SHADOWFIST

# Stumpers

Q: How do I tell which cards affect which characters? I've got a Police Station that can turn and maintain to add +2 to the Fighting of any Cop, but who is a Cop and who isn't?

A: We left a paragraph out of the rules. The paragraph introduced the term “designator.” Here's the paragraph that's going back into the rules as soon as we reprint the rulebook:

*Designators: Words that appear in the name and subtitle of a card are that card's designators. Subtitles are the first line in the rules text. Many effects target cards with specific designators. For instance, the Undercover Cop gets +1 Fighting for every Cop character in play. SWAT Team counts as a “Cop” thanks to its subtitle: “Cop Pawns.” Maverick Cop counts as a Cop because of her name. But the Buro Official does not count as a Cop, since his subtitle is “Vile Bureaucrat.”*

Q: Do characters have to turn to intercept?

A: No. Characters are normally able to intercept attacks aimed at targets of the same location. If you want a character to intercept an attack aimed at a different location you have to move the character to the other location in order to declare them as an interceptor. Usually it's necessary to turn a character in order to change their location and intercept, but characters with Mobility can intercept attacks at any location without turning.

Q: Are resources spent like Power?

A: Using a resource to play a card does not decrease your resource pool. Power is generated and spent turn by turn. Resources gather in your pool. The only way to permanently lose a resource provided by a character or a resource-providing site is for the character or site to be toasted. Characters or sites that are returned to your hand also stop generating resources, but since they can be played again, that's usually temporary.

Q: Can a single defending character intercept more than one attacker per attack?

A: No, each intercepting character may only intercept one attacker per attack. But multiple defenders can arrange themselves in a chain and intercept the same attacker.

Q: Does an intercepting character do its damage to all attackers or just one?

A: Just one unless you have a card that changes this like Whirlwind Strike which allows you to intercept another character once the round of combat has ended.

Q: The Unique Auction system is somewhat confusing. What is it used for and how does it work?

A: What you can do with an Unique Auction is allow yourself or another player to control a Unique character, while taking that character away from someone else. When the second copy of the character, say Sun Chen, comes into play, the person who has played Sun Chen must pay one extra power to begin the auction. Anyone on the board can enter into the auction putting up an appropriate amount of power. The winner of the auction pays the power (the losers don't) and he has the option of saying who keeps the character in play and who loses it. If the player who had the character in play loses it, it is smoked; if the new character loses, it is toasted. So there is a price to pay for starting an auction and losing it.

Q: Say I attack with my Shaolin Master and my opponent uses the Kinoshita House, does this make my attack unsuccessful?

A: Yes, because the definition of a successful attack is one that DAMAGES the target that was chosen, not that it actually happens.

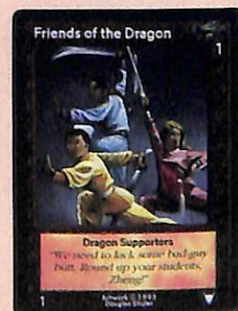
**We'd like to thank Rob Heinsoo for all of his help on this month's Stumpers Spotlight, and hope that Operation: Killdeer does not get to him too.**



Drop your socks and grab your woks, it's Shadowfist!



Hey, you're on sacred ground now buddy. Careful where you pee.



Hey... that guys got a camera!! Everybody... strike a cool kung-fu pose!



# middle earth™

## THE WIZARDS

*"They first appeared in Middle-earth about the year 1000 of the Third Age, but for long they went about in simple guise, as it were of Men already old in years but hale in body, travellers and wanderers, gaining knowledge of Middle-earth and all that dwelt therein, but revealing to none their powers and purposes."*

—*"The Istari" Unfinished Tales, p. 405*



*Middle-earth: The Wizards™* is ICE's simple, elegant, and intriguing card game for one to five players set in Tolkien's epic fantasy world. Players design their own unique decks and compete in a fierce struggle against the forces of Sauron, the Evil One. Each plays one of the five "Istari" (Wizards) sent by the Valar to right the Balance of Things in Middle-earth:

- Gandalf the Grey**, servant of Manwë, the Lord of the Sky and King of the Valar;
- Saruman the White**, servant of Aulë the Smith and Father of the Dwarves;
- Radagast the Brown**, servant of Yavanna, the Mistress of Growing Things;
- Alatar the Blue**, servant of Oromë, the Hunter; and
- Pallando the Deep-blue Istar**, servant of Mandos, the Lord of Doom.

In *Middle-earth: The Wizards™* your Istari influences characters, who form companies and fellowships and journey afar to gather "resources"—including allies, factions, artifacts, and lore—all in an effort to strengthen the cause against Darkness. Their daunting mission involves avoiding a host of "hazards," including strange enchantments and environments, foul beasts, terrible monsters, and the fell minions of the Lord of the Rings. The struggle requires a constant balance of power and secrecy, strength and stealth, and speed and restraint. After all, the lure of the land and the senses and the risk of "self-corruption" present powerful dangers to the Istari's noble crusade.

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## PLUGGED IN



# Magic by E-Mail

By Buddy Scalera

Got a week or two to spare for a *Magic* game? That's the kind of time you'll need if you decide to participate in Play-by-Mail *Magic* games on your computer.

Y'see, this game is different from your standard *Magic* games in that each turn is played by electronic mail (e-mail). I gave it a whirl on CompuServe's PBM/Board/Card Game Forum. To get there, you key Go: PBMGAM.

If you're into quickie games, you can forget PBM. This form of play is basically for people who may not have any opponents locally.

To play, you need to download one of the two rules files in the *Magic* Games Library. I used *Magic.PBM*, a text file that explains how to play in easy-to-understand language.

Although it wasn't really necessary, I also utilized the Deck.ZIP program for DOS, which allowed me to track my deck and shuffle my cards. If you're only playing one game, this particular program isn't necessary. I was adventurous and took on two challengers in separate games, so the program came in really handy.

For the most part, games are played on the honor system. Nobody asked me to submit a list of cards to a moderator. (Tournaments are different: the games are moderated, and card lists are submitted by players.)

By the way, if you're inclined to make the necessary effort, there is a fairly ingenious program that ensures that players cannot cheat (using a password system that allows your opponent only to look at select cards). The program, *Deckpw.ZIP*, is also in the *Magic* Games library.

On the downside of PBM *Magic*, you're basically playing a card game without seeing the pictures. I found that keeping notes on which cards my opponent and I had out was very helpful.

The benefits, however, are obvious. You play when you want, and you enjoy the luxury of taking your time between turns. You never have to worry about watching some dork sitting across from you rolling his eyes because you're taking too long. Also, I got a real kick out of playing a hand at midnight just before bed.

## E-Notes

**Mo' than Magic:** CompuServe's PBM/Board/Card Game Forum isn't limited to just *Magic*. In fact, *Diplomacy*, *Star Fleet Battles*, and several other strategy games seem to be more active than *Magic*. Rules and strategies pack these libraries, and opponents are abundant.

**Three Wishes:** Recently, GEnie was granted a gamer's wish: the contract for an on-line *Magic* forum ("Worldwide *Magic*," News & Notes, *InQuest* #5).

Although cybersurfers on CompuServe, America Online, and Prodigy can all play *Magic* on-line, only the GEnie service will provide a graphics-rich environment.

GEnie already boasts active company representatives from White Wolf, FASA, LucasArts, West End Games, and TSR. Most of this can be accessed by clicking on the Games icon and going to the Scorpius area.

**Book 'Em:** If you're tired of using agonizingly slow Web browsers and search tools to find the games you want to play, throw the book at them. The *NetGames* book, that is. *NetGames: What's Playing in Cyberspace* is billed on the cover as "The Guide to Games People Play on the Electronic Highway."

*NetGames*, published by Random House and Michael Wolff & Co., does everything a good Web browser should: help you find the stuff you want to use. In fact, it's a good starting point for gamers who want to get on-line for the first time.

It has chapters for frequently asked questions, roleplaying and adventure games, action games, strategic games, and multiuser dungeons. It's become a resource for *InQuest* office drones with a computer and modem.

**Things that Make You Go "Hm":** Wouldn't an Ironroot Treefolk with Firebreathing be, shall we say, a bit of a fire hazard? Why doesn't a Whippoorwill fly?

These questions and more are raised on the *Magic* Imponderables page on the Web (<http://www.its.bldrdoc.gov/~bing/impond.html>). It's a great way to get a quick chuckle at the expense of *Magic*'s designers.

The Imponderables people welcome your clever ironies for the board. To submit your idea, e-mail "Imponderables" at [bing@its.bldrdoc.gov](mailto:bing@its.bldrdoc.gov). And please send us a copy. We could use the laugh.

Buddy Scalera ([WizardTGT@aol.com](mailto:WizardTGT@aol.com)) hopes to be elected the first female president of the U.S.



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# CONTEST

## WIZARDS OF THE COAST INC. PRESENTS: THE MAGIC: THE GATHERING BACK TO SCHOOL INQUEST CONTEST

Awww. Labor Day weekend has just passed by, and we all know what that means: school. No. 2 pencils. Biology II. Cafeteria food. Teachers with big ol' frumpy butts. No, school ain't exactly the most fun thing in the world.

But there's always that wonderful little slice of the day, one that doesn't exist in the summer, one that we like to call "after school." And "after school" is the perfect time to gather a bunch of buddies and do neat things like play *Magic: The Gathering*—especially with the new *Ice Age* and *Chronicles* sets burning up the shelves.

Heck, you might even want to make after-school *Magic* a regular occurrence. You might even want to make it an official type of thing—like a club. Then, and only then, can you combine fun and schooling into the trip of a lifetime.

### "SAY WHAT? TRIP OF A LIFETIME? JUST WHAT DO I GOTTA DO?"

Simple. We want you to set up an after-school *Magic: The Gathering* club. And since you're setting it up, you get to be the president, too. Not a bad deal, eh? All you have to do is sign up five members (excluding yourself) for your club, and you're official!

But to enter the contest, you've got to send us your *bona fides*. Here's what we want to see:

- 1) The name of your club.
- 2) Its charter. C'mon, you know you need a charter with rules and stuff.
- 3) Your name and the names of the five (or more!) other people you sign up.

4) The name and address of the school you're affiliated with—uh, with which you're affiliated. (Sorry, Mr. Churchill!)

That's it. Now wasn't that easy? You can be from any school from elementary school straight through to college. And don't you out-of-school types start whining, either, 'cause you can participate too. Heck, if you're not in school, start a club with your friends who are. Or your kids. Or your friends' kids. Or... you get the picture.

Entries from presidents of all valid clubs are put into a random drawing, and lucky winners can walk away with some great prizes.



Ya mean I don't gotta go to school, and I'm still gonna get a scholarship? Count me in!



## Grand Prize

(One winner): One lucky prez will receive the first-ever Wizards of the Coast *Magic* scholarship—a chance to bring even greater knowledge to their club by graduating from WoTC University! The club president and one associate will come to Wizards of the Coast headquarters for a weekend of learning and mastering *Magic: The Gathering* and all those other neat Wizards of the Coast games. Upon completion of schooling and testing, the president and associate will receive a diploma from WoTC University. Your round-trip transportation and lodging are paid for by the scholarship. Clear a date on the calendar—this little educational sojourn (look it up) takes place from December 8 through December 10, 1995, and there are no substitute dates. See The Legalese for more important info.

## Second Prize

(10 winners): Ten club presidents will receive a package of *Magic: The Gathering* goodies for their club, including posters, T-shirts, calendars, and a brand-spankin' new box of *Magic: The Gathering* booster packs. You'd better share and share alike or you'll be voted out.

HOMELANDS



### The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast, and their immediate families or my old 12th grade physics teacher who gave me a C-. So what if I skipped half the semester? Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach to your club info. Enter as many times as you like. Mail each entry separately to: *Magic: The Gathering Back to School InQuest* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. The law says that no matter what happens to cafeteria food, even if like, a janitor loses his hand in the vat of sloppy joe sauce, they can still serve it to you. So watch yourself. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. **Grand prize winner must be 18 years of age or older unless associate is parent or legal guardian of winner.** All entries must be received at contest headquarters by October 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing among all properly completed entries by Wizard Press. Drawing will take place on November 15, 1995. We catch you making up names and we'll bust your head with a rock.

For a list of winners, available after November 15, 1995, send a self-addressed stamped envelope to: *Magic: The Gathering Back to School InQuest* Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

**This month's contest is sponsored by Wizards of the Coast, people who are willing to teach you a thing or two about *Magic*.**

Fill this sucker out, attach it to your club information, put it in an envelope, and send to:

***Magic: The Gathering Back to School InQuest* Contest,**

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

Contest Entry Form ▼

Deadline is **October 31, 1995**

**BACK TO SCHOOL**

Name: \_\_\_\_\_

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Official Back to School InQuest

**CONTEST**



# Meet fantasy illustrator Rob Alexander



By William Wilson Goodson Jr.

## Vital Stats

**Name:** Robert James Alexander

**Birth:** June 15, 1966, in London, Ontario, Canada

**Occupation:** Illustrator

**Base of Operations:** Seattle

**Career Highlights:** Paperback covers for

*Deathscape* and *The Knights of Cawdor*

"I blame my second grade teacher," 29-year-old illustrator Rob Alexander says when asked what interested him in fantasy. "I had a teacher who, for half an hour a day, would read to us to keep us out of trouble. She got through *The Hobbit* and *The Fellowship of the Ring* before the end of the year. Illustration was something I just grew up doing."

Ontario-born Alexander trained at Alberta College of Arts in Calgary and the School of Visual Concepts in Seattle, and continues to take courses he feels he needs. His first professional work was for *OnSpec* magazine, and he did several paperback covers for Pulphouse. Recent works include paperback covers for *Deathscape* (Berkley) and *The Knights of Cawdor* (HaperCollins), two covers for the *Primal Order* reference guides from Wizards of the Coast, and "Magic cards up the wazoo."

His primary influences are the great masters Rembrandt, Vermeer, and German landscape artist Casper Friedrich. He admires the 18th-century Hudson River Valley school, particularly Albert Bierstadt and Frederic Church. Contemporary illustrators he respects include Richard Berry, James Gurney, and Don Maitz.

Now based in Seattle with his wife Susan, also an artist, Alexander is experimenting with oils, but normally works in watercolors, even for his preliminary sketches. Recently, he painted cards for two new trading card games: the *Shadowfist* martial-arts game from Daedalus Games and *Legend of the Five Rings*, set in feudal Japan, from Alderac Entertainment.

Research for these projects included mostly photographs and video, not Asian art, since he was using a familiar realistic style. "With *Shadowfist*," Alexander explains, "we faced the problem: should we use a Chinese-style brush-painting technique or a western-style realism? That's always a question when dealing with a culture that has a different artistic tradition."

Seeing his book covers on a rack is a big thrill for Alexander, and he is having a lot of fun with cards, but future projects he would like to try include children's books illustrations and matte painting, probably for fantasy films.



Top: Artist Rob Alexander. Bottom: Soul Kiss from *Ice Age*.



### Favorite work of your own...



Top: Spectral Cloak from *Legends*.

Bottom: Illusionary Terrain from *Ice Age*.

Inset: (left) Floral Spuzzem from *Legends*.  
(right) Sea Spirit from *Ice Age*.

The Spectral Cloak card from *Legends*. The last large painting I did was for the cover of *House of Hermes*, a module for *Ars Magica* [from *WotC*]. It didn't print very well, but the painting looks really good.

### Favorite work by another artist...

"Heart of the Andes" by Frederic Church. It's one of those landscape paintings that is about 6 feet by 10 feet, and you walk away thinking it is about 50 feet by 200 feet.

### The one person you'd most like to meet...

There is something about the way Rembrandt paints, I would like to lean over his shoulder for just a week or two.

### Things you collect...

Art books. I have started collecting dried and mounted bugs. Like most artists, I am working on my own natural history museum, things that at some point you are going to want to know what they look like.

### Favorite pastime or hobby...

Painting. I enjoy that more than anything else. My other hobbies include getting out in nature, hiking and camping.

### Costume worn the last time you went trick or treating...

I used to dress up as a wizard to give out the candy.

### Last good book you read...

The *Magician* series by Ray Feist.

### Last good movie you saw...

*Rob Roy*. My ancestry is Scottish, and I love pictures of Scotland.

### Favorite fantasy character...

Strider [from *Lord of the Rings*]. Later in the book, he turns out to be the king, but I liked him most as the ranger.

### Fantasy character or creature most like you...

A lot of people have come up and told me I look like an elf. I think they are thinking about the Tolkien characters rather than the traditional fairies.



### If you were an all-powerful wizard, what you would do with your powers...

I would make myself immortal so that I could draw for the rest of my life. I love painting and drawing so much; everything in my life tends to revolve around that. I would be able to play with it and enjoy it for years and years.

### Your favorite munchie at 2 a.m....

A cup of tea and pasta. Usually if I have some for dinner, I save some, because I get hungry about 2 a.m.





A *Magic: The Gathering* expert explains timing once and for all.



By Beth Moursund

## What's What: Fast Effects, Instants, and Interrupts

For the purposes of this article, spells and card abilities are interchangeable. Examples involving the casting of a spell work exactly the same when you're using an ability of the same type.

**"Instant"** means either an instant spell or a card ability that requires an activation cost but does not say that it is played as an interrupt.

**"Interrupt"** means an interrupt spell or a card ability that requires an activation cost and says that it is played as an interrupt. Some card abilities, such as the ability to draw mana from a basic land when you tap it, are treated as interrupts because the rules say they should be.

A **"fast effect"** is either an instant or an interrupt. Unless the card specifically says otherwise, fast effects may be played at almost any time in the game, even when it's not the user's turn.

A **"normal spell"** is an enchantment (of any type, such as an

enchant land or enchant artifact), a sorcery, an artifact, or a summoning. These may only be cast during the user's turn, and may not be used in response to a fast effect, but otherwise are treated as instants when being cast. Once successfully cast, most normal spells (with the exception of sorceries) produce permanents like creatures or enchantments. These enchantments often have abilities that are fast effects and can be used even when it's not the controller's turn.

(You rules sticklers probably realize that our definitions differ slightly from the *Magic* rule book's. Technically, "instant" means only an instant spell, not a fast effect with the speed of an instant spell, as we also define it. If you can't abide bending the rules even a little bit, cross out "instant" and write in "non-interrupt fast effect" and everything'll be kosher.)



**F**ast effects come in two types: interrupts and instants. Nearly all of the various tap-to-do-this or pay-mana-to-do-that card abilities are fast effects, and follow the same timing rules as instant spells. Since fast effects are the only things a player may use during an opponent's turn, almost all timing arguments revolve around fast effects and their resolution.

Most timing problems happen when players try to do several things at once, then argue about the order. To fix these, they need to go back and break everything down into steps. If someone tried to cast a spell out of turn or at an illegal time, take back that move and everything that followed, and replay from that point. (Most of the time, there's no need to be so strict and nit-picky about the exact order things happen, but when solving a timing question, nit-picking is crucial.)

All our examples are from a duel between Zorch Zapemfast and Nadia Noyoudont. It is Zorch's turn.

## Casting Priority

Fast effects aren't really "faster" than other spells, despite the name. Since it's Zorch's turn, any time he and Nadia both want to cast a spell or use an ability at the same time, Zorch gets to go first—even if his spell isn't a fast effect.

If Nadia wants to cast a spell during Zorch's turn, she needs to ask Zorch if he wants to do anything first, or he can make her take it back and cast his own spell. This rule was in flux for a while, and even representatives of *Magic's* manufacturer, Wizards of the Coast, have given conflicting answers, but that's what was finally decided.

## Instant

When anyone uses any non-interrupt spell or effect (even normal spells), it goes through these steps:

- 1. Declaration.** The player must say what the spell or effect is doing and anything it needs, like a target (which must be legal!) or the value of X. None of these can be changed later, and the caster's mana pool must have enough mana before starting. This step can't be interrupted.
- 2. Casting.** Interrupts are legal now (we'll talk about them in another section), but

other fast effects are illegal. The original spell can be interrupted lots of times—step 2 lasts until the original effect declared in step 1 is countered or until no one wants to interrupt that effect any more. Then the spell changes from "being cast" to "successfully cast"—but nothing happens yet! Once a spell is successfully cast, it can no longer be countered or targeted, but it could still fizzle if its target becomes illegal in one of the next steps.

**3. Responses.** Both players may now use fast effects "in response to" the original spell. Each of these goes through its own Declaration and Casting steps, but still nothing happens yet. Step 3 lasts until no one wants to use any more fast effects.

**4. Resolution.** Everything from steps 3 and 1 finally resolves, in last-to-first order. If a spell or effect has an illegal target when it resolves, it fizzles. No new effects may be declared—not even interrupts—and all damage waits for step 5 before being applied.

**5. Damage Resolution.** If anything caused damage, handle it now, follow-

hand. Then the Fireball resolves: Tim is gone, but Nadia will take 1 damage. (5) Nadia can't prevent the damage, so she loses one life.

Notice that damage is postponed, but other effects, like destruction and burial, aren't. For example, (1) Zorch casts Red Ward on Tim to give him protection from red, and Nadia foolishly responds with a Lightning Bolt. In the Resolution phase (4), the Bolt resolves first, except for its damage; then the Ward resolves. Then the Damage Resolution phase (5) begins. The Bolt's damage resolves, and the Ward reduces it to zero. Tim lives. But change the Lightning Bolt to a Fissure, a red spell that buries the target creature. When the Fissure resolves in step 4, Tim is buried immediately. Then the Ward resolves, and fizzles, since its target is missing.

The Icy Manipulator, Twiddle, and other cards that tap things cause a lot of confusion. You can solve it by remembering that casting or activation costs (including tapping!) are paid in step 1 (Declaration), but effects don't happen until step 4 (Resolution).



**Example:** Zorch casts Twiddle to try to tap Nadia's Tim. Nadia responds in step 3 by using Tim's ability, since that's a fast effect. She taps Tim for the cost. In step 4, Tim's poke resolves, then the Twiddle resolves and does nothing, since Tim is already tapped. It doesn't untap Tim, because Zorch said in step 1 that it was tapping. Nothing said in step 1 may be changed afterward.

ing the same rules as damage resolution during an attack.

Here's an example, showing the steps. Zorch wants to kill Nadia's Prodigal Sorcerer ("Tim"), and damage Nadia a bit. Before he can cast his spell, he has to have mana in his pool, so he taps four Mountains. Then (1) Zorch shows a Fireball card and says, "Fireballing you and the Tim for one point each." The mana drains from his pool, and the Fireball is now "being cast" (2). No one interrupts. The Fireball is now "successfully cast."

(3) Nadia decides to respond. She taps an Island, then her spell goes through its own steps 1 and 2. (1') She shows an Unsummon card and says, "Unsummon Tim." (2') No one interrupts. The Unsummon is now "successfully cast," and we're back to step 3 again. No one has any more fast effects, so we go on to step 4. The Unsummon resolves: Tim goes back to Nadia's

## Interrupts

Interrupts are a bit different. Most interrupts, and all interrupts that don't target spells, resolve as soon as they're successfully cast. Their casting steps go:

- A. Declaration.** Say what is being cast and what it's doing, as in step 1 for instants.
- B. Casting.** The interrupt itself can be interrupted now. This step lasts until no one wants to use any more interrupts.
- C. Resolution.** If the interrupt wasn't countered, it resolves right away—none of the last-to-first business of other fast effects.

Notice that there is no Responses step for interrupts, as there is for fast effects. You may never respond to an interrupt with an instant.

Tapping land for mana is an interrupt that doesn't target a spell, so it follows these rules, too. Yes, it's legal to interrupt



**Example:** Zorch tries to cast another Fireball. This time, while the Fireball is being cast (step 2), Nadia interrupts it. First she (A) taps an Island. (B) No one interrupts the Island, so (C) it resolves, and she gets the mana. Now she interrupts the Fireball again, using her blue mana to (A) cast Blue Elemental Blast at the Fireball. (B) No one interrupts the Blast, so (C) it resolves, countering the Fireball.



someone's land tap.

Remember, interrupts may also be interrupted themselves. So when Nadia interrupts the Fireball with her Blast, Zorch may interrupt the Blast by tapping a Mountain and then interrupt the Blast again to cast a Red Elemental Blast, countering the blue Blast. If no one casts any other interrupts, the Fireball resolves normally.

A Casting step may contain any number of interrupts, each one resolving before the next is declared. Nadia could interrupt the Fireball by tapping an Island, then using a Ley Druid to untap the Island, then tapping the Island again, and then finally casting Counterspell. (The Ley Druid's ability is legal to use because the card specifically says that it may be played as an interrupt.)

There are two exceptions to the rule about resolving interrupts immediately. One involves someone interrupting one spell to target a different spell. The rules do allow this, but it's messy and very hard to explain, even for a trained WotC representative.

The other exception is when both players want to target the same spell. Any time Nadia targets Zorch's spell, no matter whose turn it is, once her interrupt is cast, he has two choices:

Let the interrupt resolve (C). If he does, both of them can still interrupt, but Zorch isn't allowed to target his own spell any more. (Nadia still can.)

**Example:** Zorch casts Fireball (1). (2, A) Nadia tries to Blue Elemental Blast it. (B) Zorch puts Nadia's Blast "on hold" and uses a Deathlace interrupt on his own Fireball, turning its color to black. Then he lets the Blast resolve (C); it fizzles, since the target is no longer red—or legal.

Put Nadia's interrupt "on hold" and target his own spell himself (B). If he does, Nadia's interrupt will stay "on hold" until his interrupt resolves. Then he gets the same two choices again.

In a few cases, the interdiction from targeting your own spell once you let an opponent's interrupt resolve hurts the original spell-caster. Here's one: (1) Zorch casts Fireball at Nadia's White Knight, which has protection from black. (2, A) Nadia interrupts, targeting the Fireball with Deathlace to turn it black so the Knight's protection will stop it.

(B) Zorch has a Chaoslace in his hand, which can turn a spell red, but it won't help here. He could (B) put the Deathlace "on hold" and use his Chaoslace to turn the Fireball red—but that's useless, the Fireball's already red, and would remain red after his Chaoslace resolved, at which point (C) the Deathlace comes "off hold" and still turns the Fireball black. And once Zorch lets the Deathlace resolve (C), he isn't allowed to target his own Fireball any more.

That's all there is to it! Next time an argument comes up about fast effects, just break everything down into these steps, and you should be able to figure it all out.



**Q: May I summon a Benalish Hero and put Holy Armor on her before my opponent's Tim can kill her?**

**A:** Yes. Before the Summon resolves, Tim has nothing to shoot at. Once it's resolved, you want to cast Holy Armor and your opponent wants to use Tim's poke at the same time. Whenever both players want to do something at the same time, the player whose turn it is gets priority. So you get to cast Holy Armor before Tim pokes. Tim's poke resolves, then the Armor appears, then the poke's damage resolves.

**Q: Can Twiddle save a creature from a Royal Assassin?**

**A:** Yes. Effects resolve in last-to-first order, and if a target becomes illegal before an effect resolves, the effect "fizzles." The Assassin may only target a tapped creature. If you Twiddle to untap the creature in response to the assassination attempt, the Twiddle resolves first, untapping the creature, and the assassination fizzles.

**Q: Can I spoil someone's spell by casting Mana Short after they tap mana?**

**A:** No, because Mana Short is an instant. Tapping land for mana is an interrupt, and you can't respond to an interrupt with an instant. You can't cast the Mana Short until after they finish declaring their spell. At that point, all of the mana for the spell has already been paid.

**Q: What happens when one player Forks a spell and the other Counterspells it?**

**A:** It depends upon who cast the original spell. If you cast Disintegrate and I cast Counterspell, you can put my Counterspell "on hold" and Fork the Disintegrate. The original Disintegrate will be countered, but the copy will still be there. On the other hand, if I cast Disintegrate and you cast Fork, I can put your Fork "on hold" while I Counterspell my own Disintegrate, making your Fork fizzle. I can even Fork my own spell before Counterspelling it; my Fork will work and your Fork will fizzle!

**Q: Can I stop someone's mana tap by Chaoslacing and Blue Elemental Blasting their land?**

**A:** No. If you cast before they tap, they can tap the land as an interrupt, and get the mana before your spell resolves. And if you interrupt their tap with your spells, they still get the mana, since destroying the source of an effect doesn't counter the effect.

Beth "BethMo" Moursund is Wizards of the Coast's representative on CompuServe, and has plenty of practice at answering timing questions. Look for her and the latest rulings in the Cardgames and Cards forums.



No secret is forever....

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1995

# TAPPING

Vampire artist extraordinaire Tim Bradstreet talks about

**W**hile Anne Rice must invariably be credited with bringing romanticism to the vampire mythos, illustrator Tim Bradstreet deserves the credit for breathing new visual life into the undead. Bradstreet's eloquent and sensual brush strokes helped White Wolf's *Vampire: The Masquerade* take off like... well, like a bat out of hell.

The 28-year-old Maryland-born artist has also done a two-page spread for White Wolf's *Wraith*,

as well as comic book inks on DC's *Hawkworld* and Dark Horse's *X* and *Alien*. *Music of the Spheres*.

Bradstreet, who currently resides in Bloomington, Ill., gets his creative juices flowing by listening to everything from Crosby, Stills, and Nash to Pantera. Surprisingly, he never had any formal art training, but spent his childhood drawing cars, dinosaurs, and stick-man wars—or as he puts it, “murder and mayhem.” But that’s what childhood’s all about.

**By Andrew Kardon. Photos By Lori Ann Cook.**



**InQuest: How did your childhood influence your art career?**

**Tim Bradstreet:** I remember this Civil War book I saw in grade school [with] paintings of the battles that went on in Gettysburg. [They were views from above showing] where this guy's people were entrenched and where this general was...

That influenced me quite a bit. I drew that kind of stuff until I saw *Star Wars*. It really influenced the hell out of me and got me into science fiction. That's what [takes you] from stick men to thinking about characters and building and defining the kind of direction you want to go in.

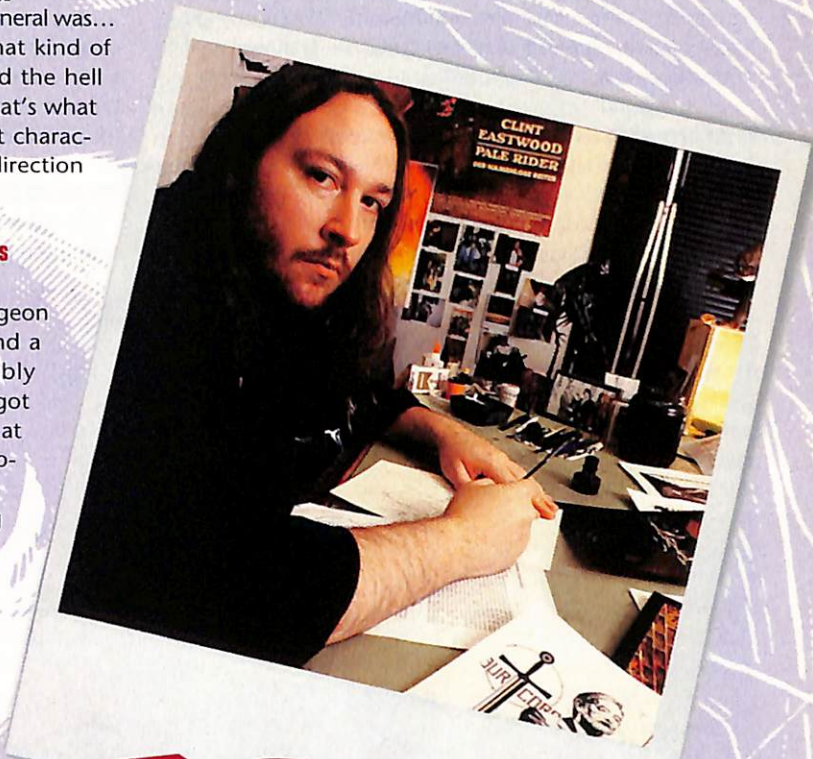
**Growing up, did you play roleplaying games like Dungeons & Dragons?**

I did in high school. We had a great dungeon master. He had this thick, resonant voice and a great imagination. If not for him, I probably wouldn't have played. That's how I kind of got into, oddly enough, doing game art. Looking at the work that was in there, it was all pretty sub-par at best.

Getting into games was my plan for getting into comics. What I wanted to do was get paid while learning and working at the same time. I looked at comic artist Tim Truman as an example. I figured I'd work my way up

**Above:** Tim strikes a pose in his studio.

**Below:** Art for *The Awakening*, a card in Last Unicorn Games' *Heresy: Kingdom Come*.



# THE VICIN

**comics, White Wolf, & why he'd give you the shirt off his back.**

through games, work on my style, grow, get to where I want to be, and then the jump to comics would be a lot easier. And along the way I'll make contacts. That was my plan.

**So what happened?**

Growing up in a small town, there's not really a lot of ways that you can plan a comic career. So basically I drew like everybody else did. I'd stop at the comic shop and show them my work.

[That helped me get] in touch with a guy who painted covers for FASA and Game Designers Workshop. And





because GDW is right here in Bloomington, what better way to jump right in? This painter [Steve Venters] was doing interiors on one of their books, *Twilight 2000*.

I said I really wanted to concentrate on doing covers. I did a couple of samples for him and he said, "You're the guy." So I started doing pencil drawings for GDW. That was my first professional job, in *Twilight 2000*.

### **So you were pretty much in with the gaming community.**

Yeah, it just kind of grew from that. The big breaking point in my career was FASA's *Shadowrun*. Alex Ross [artist of Marvel Comics' *Marvels* and DC Comics' upcoming *Kingdom Come*] was doing illustrations for it using photo references.

I used to trace photos and draw really cool stuff before I could really draw [from scratch] that well. I thought, if that's the level of artwork being done on this game, I really have to do something different here. So basically I went through magazines and just lifted stuff. I didn't know any better at the time, with rules about lifting and so forth.

So I went ahead and did mine, and FASA [loved it.] Then I started doing illustrations for their *Shadowrun* modules. For a while I lifted stuff, but the guys at FASA were giving me crap: "Hey, man, I saw that in *National Geographic*!" So I started to teach myself how to take pictures.

The photo reference stuff really started to take off. I started shooting my own stuff. I started getting people over and dressing them up. Basically it was like little movie shoots. I had my illustration, my pages of text, and I'd decide who's gonna be right for this piece. Then I'd ask a friend to pose for me.

### **Do you take your photos at specific locations, like hospitals or cemeteries?**

No, I generally photograph them against a white wall. Then I create or reference the background. If I need a specific building or the scene takes place in Los Angeles, I try to find photos. I want to get an understanding of what that area looks like to be able to create the same feeling in the picture. We usually just have a ball.

### **Why haven't you done any painting yourself?**

I just love black and white so much that I've never had much interest in doing color. Maybe I'm scared of it. My schedule's so packed with jobs, I don't really have any down time to do any color.

I have a colorist that works with me [Grant Goleash], and he does all my color work. He is incredibly talented. I like being in that situation where he knows exactly what I'm talking about and does exactly what I want.

### **How important is mood to your work?**

Mood is the entire part of my working. I'm not gonna draw people firing lasers at each other and getting blown in half. I love to *ink* stuff like that, but I don't like to draw

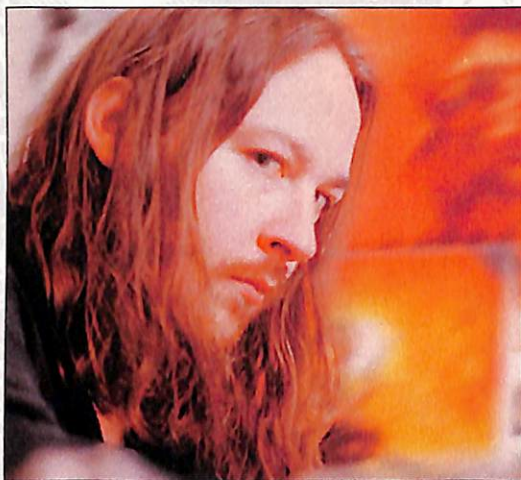
it. I like to draw that moment before the action starts. I like to suggest the action. If you look at any of the work I've done, it's ambiguous. A lot of things really leave a lot to the imagination.

I don't think I would've stuck with photorealism if I didn't have an idea of what it was gonna do for the reader. First of all, it's very realistic. I really think that's one of the biggest reasons that my art is so popular. People see their friends, they can access it. It makes it real to them.

### **How did you first get in touch with White Wolf?**

This is really funny. Mark Rein-Hagen and Stewart Wieck sent me basically what I would call a fan letter: "Mr. Bradstreet, please would you do our game?" They asked me if I could do 10 full pages for this book they were doing called *Vampire: The Masquerade*.

I really wanted to draw vampires, and I had just seen [Kathryn Bigelow's 1987 movie] *Near Dark*



**Above:** All work and no play makes Tim a dull boy.

**Below:** Heresy: *Kingdom Come*'s Stim Puppet.

not too long before that. So I said, "Yeah, let's do gypsy, white-trash vampires." I had a real good handle on what they wanted, and I also injected what I wanted.

### **Seems like you had a pretty good relationship with White Wolf.**

It was good at first.

This is the infamous T-shirt story. They called me and wanted to use one of the pictures I'd done for a T-shirt. They said, "We're gonna do these T-shirts and sell them for cost at the show to promote the game." I said no problem. Pay me \$25 for the token fee and I'll do a border design for it, too.



So I get to the convention and they're selling [T-shirts] for \$10 or \$15. They also said they were only going to print up 200. Well, they printed up a lot more than that. And I wasn't getting the 20 comps that I had as part of my deal. They sold out of them. I had to buy two T-shirts at cost, at the show. It was just ridiculous after that. Basically, I attribute this to poor planning. *Vampire* grew on them so fast they didn't know what they were doing.

**Did you continue to work for them after that?**

Yeah, I continued to do stuff for them, and I continued to have problems with them reprinting artwork. Every time it'd happen, I'd see it, and I'd tell them they had to pay me the second-rights fee....

I don't want to bad-mouth White Wolf. They're a lot of young people, and they're trying to learn this thing as they go along. I have a lot of respect for them, I just wish they'd deal with me a lot better.

**What's your favorite Vampire piece from your own work?**

It's a guy sitting in chaps against a draped wall. It's the only one I really have a story around. The guy is this vampire who just recently got turned. He's a punk. He's a bad-ass. [But] that's just a facade. He gets turned and he's trying not to allow the thirst to take over because he doesn't want to take a human life. He realizes it's precious...

He goes like a week or two without feeding. Finally, he's driving on his motorcycle by this roadhouse and he just stops. He walks in and he's kind of in this trance. He doesn't realize what he's doing. He orders a drink, then blacks out and wakes up in a bar full of dead people. And that's him sitting there. He grabs a cigarette and just says, "Jesus."

**With that in mind, would you want to be a vampire yourself?**

If you were to ask me that when I was reading Anne Rice's books, I might've said yes. You're caught up in the romanticism of it all. But basically, they're damned. So how great could it be? You live forever and yeah, you could do anything you want, but that gets pretty boring after a couple hundred years. And then you're stuck or you die a fiery, horrible death. No, I'd rather be a vampire hunter.

**That's the main premise of your comic *Red Sky Diary*, isn't it?**

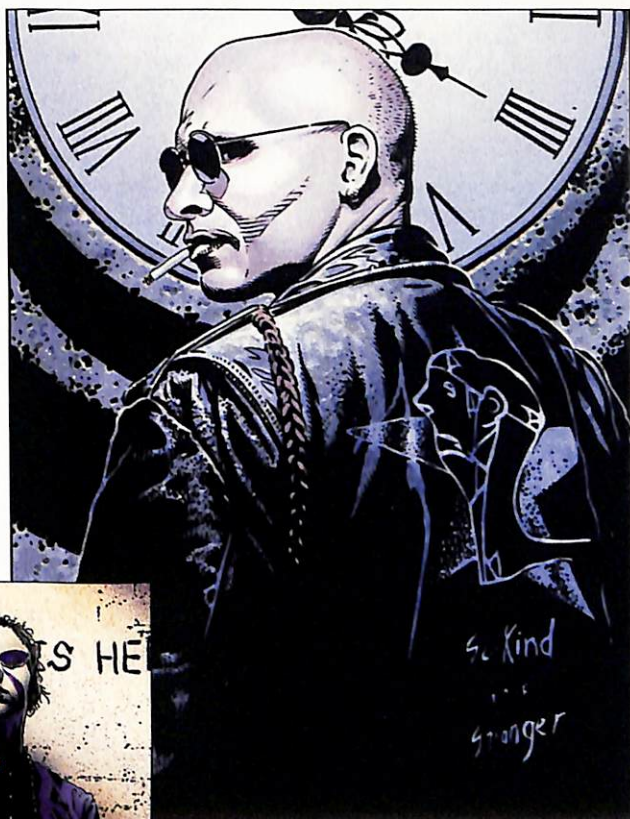
People will recognize the character [from the cover I did with Fred Fields]; his name is Gallows. His ancestor, who fought under the Kublai Khan in Mongolia, starts this long line of vampire hunters.

Unbeknownst to any of these guys, the vampires were a race that came from some planet a millennium ago to use people as fodder. One vampire started manipulating the bloodlines so that he'd create the perfect warrior...

This vampire realized that this invasion wasn't right. He

basically doesn't want to live anymore because he's immortal. So he wants to create the perfect guy by turning him into a vampire with his blood. And have Gallows in turn kill him and, because of his hatred of the vampires, turn around and wipe out that abomination on the Earth.

The story I want to tell is Gallows as the vampire waging his war on the minions left on Earth and eventually heading a task force back to this planet to wipe out their race. It's something I'm just going to take my time with.



**Michaelines (top) and Punk Priest from *Heresy: Kingdom Come*.**

Probably sometime in the next one to five years it'll come to fruition. I have very high aspirations for it.

**Do you have any upcoming gaming work?**

Recently, White Wolf and I have talked about doing the last *Vampire* clan book, *Caitiff*, which is all the renegade vampire clans. You know, the ones they don't have names for? [Laughs] It's a very broad clan, and it's a lot of the bad-asses.

Basically, I'm the art director for the project. I'm gonna be assigning all the art. I'll be doing the majority of it, but then I'll be calling people like Tony Harris and Dave Dorman; maybe we can even get Berni Wrightson to do one.... That's the plan.

**You did some work for White Wolf and *Wizards of the Coast's Jyhad* collectible card game, didn't you?**

I did two cards for *Jyhad*. One is a guy named [Appoloni], and he looks like a biker dude. He's got a bandanna, chains, leather, sunglasses, and all that kind of stuff. And the other one is a Malkavian [named Normal]. He's basically sitting in a padded cell.

Before they did *Jyhad* with *Wizards of the Coast*, White



Wolf tried to put me in touch with them. There's nothing more fun for me than to draw a piece of artwork at 5 by 7 [inches] as opposed to 10 by 15. You don't have to draw nearly as big, it doesn't take the time, and it's just fun.

I offered to do more cards, but they said they only like to have artists do one or two cards. So I'm a little disappointed.

I also just completed a Wizards of the Coast card [available only from *On a Darkling Plane*, a *Vampire* novel]. His name's Dan Murdock. He's a Caitiff. What I've got here is a guy decked out in heavy biker leather with no ornamenture on it, no patches or anything like that. And he's standing there just looking vicious. He's kinda got a goatee. I keyed on the word "cruel."

### Will you be doing any more card games at all?

I'm doing *Heresy* by Last Unicorn. It has a lot of cyberpunk elements in it, a lot of heaven and hell kinds of things.

Most of the cards I'm doing are characters. Two that I've already got done are a priest that's like a doomsday-is-coming kind of thing with a cyberpunk edge to it and a Native American activist or something like that.

I'll probably be one of the main contributors to *Heresy* cards as they come out, because I'm in pretty tight with them. We've got a lot of really cool plans. I've been talking to Christian Moore, who's the head of that company, about doing [a card set] art book kind of like *The Art of Star Wars Galaxy*.

I'm not sure how the trading card game people feel, but I think it'd be pretty cool to see the actual artwork a little bigger, and to see all the work that went into it. Because when it's reduced down that far, you just don't see things. Showing pencils and preproduction sketches: I think people would be interested in that.

### Who are your favorite card artists?

That'd be a tough one, because I don't see a lot of cards. It's a bad situation. When you work on 'em—and I'm not as big of a fan as I used to be, because I've been working in the field for so long—it's just something you don't see that often. Especially [since] I'm gearing myself more towards comics.

I don't want to de-emphasize the nature of that kind of artwork. That stuff's great. I see stuff, I just don't know

who does it. Hmm...I know Mark Poole's good. And, of course, Brom and Keith Parkinson.

### How about your favorites in the gaming field itself?

Y'know, most of them are cover guys, and I feel bad because I haven't looked at a lot of stuff recently, so I don't know

what's going on inter- orwise. Of the guys that I do see a lot that I really enjoy—man, I'm gonna be excluding a lot of people—Jeff Laubenstein and Jim Nelson at FASA. Those two guys are just incredible.

### What can your comic fans look forward to besides *Dark Horse's Motorhead* and pin-ups for *Image's WetWorks*?

I'm going to be doing a fill-in issue of [DC Comics'] *Starman*. I'm going to start on that in September. That'll probably be people's first taste of what I can do sequentially.

I'm penciling and inking it.

I always tell people that didn't see my [pencil] work for Clive Barker's [never-published] *Age of Desire* that it's just like taking a bunch of my illustrations and putting them into sequential format.

### Now that you've got both feet planted in the comic and gaming market, which do you prefer?

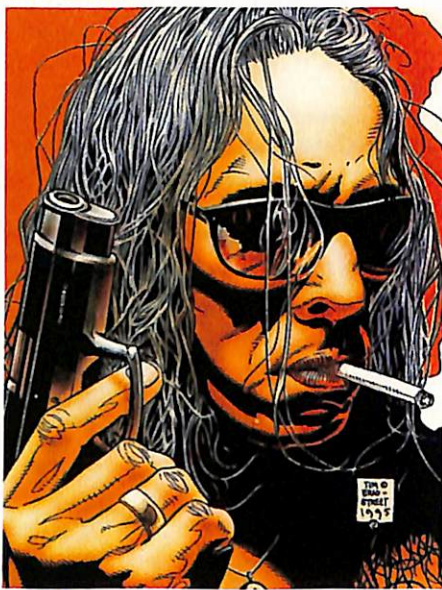
There's nothing I love more than illustration, which is what I do in games. Doing comic [inking] isn't as much fun... because it's a lot more work. You don't get to put everything into that one shot.

Eventually, I want to be in film. I kind of have a dream of doing an independent feature myself: directing it and filming it around here locally, and trying to get it into art movie houses. I look at this the same way I look at the

way I tried to get into comics. Start small and work your way up. Make contacts as you go along.

What I always tell my friends in this business is that as popular as your favorite artists are right now, as soon as you get to know these guys, it's no longer unattainable; anything seems possible. You've gotta realize that in 10 years, we're gonna be the guys who are running everything. It's gonna come, if you go after it. You've just gotta plan for it.

All you have to do is have a style and a vision to bring to fruition. And you don't have to spend a million dollars to do it. It just takes good planning and a great idea. Your work is always going to speak for itself.



Top: Gaian. Bottom: the one and only Manfred Gallows.

Andrew Kardon, copy editor and mystic healer for InQuest's sister publication, *Wizard: The Guide to Comics*, would rather be a werewolf than a vampire. Mauling is much more fun than sucking.



# THE UMBRA™

**T**he blood of the fomori drips from Mari Cabra's claws. Mewling packs of Wyrms creatures retreat before her and vanish in fear into the Umbra. She smiles, and steps sideways into her reflection: they will not escape her. Werewolves have entered into a new field of combat. Greater danger — and greater triumphs — await in the Velvet Shadow, the spiritual reflection of our world — the realm known as the Umbra.

The Umbra is the first expansion for RAGE, the balls out best-selling game of werewolf combat. With over 90 new cards, the Umbra introduces to RAGE fans an entirely new level of play, including a brand-new Quest card series, new characters such as the legendary Wahya Ohni, and a variety of novel foes, such as umbral spirits and the dreaded reality-warping Nexus Crawler.

**RAGE**  
The Werewolf: The Apocalypse  
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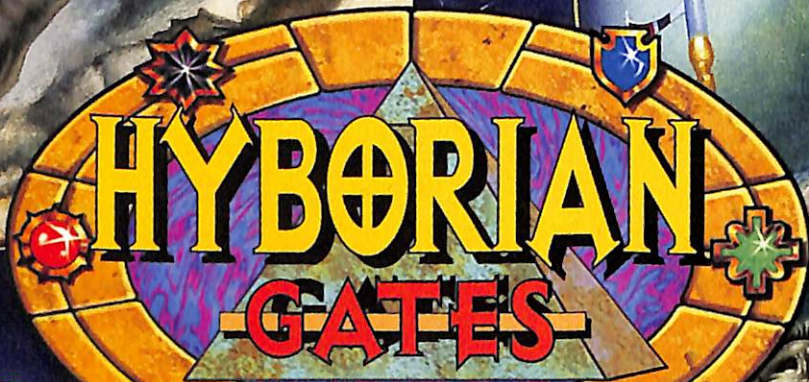


INQUEST

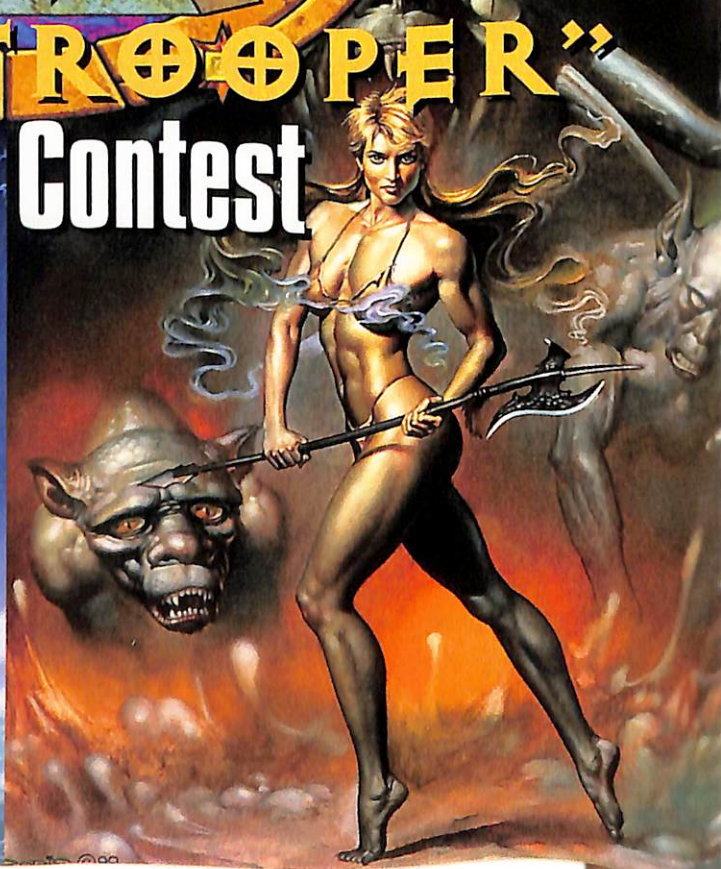
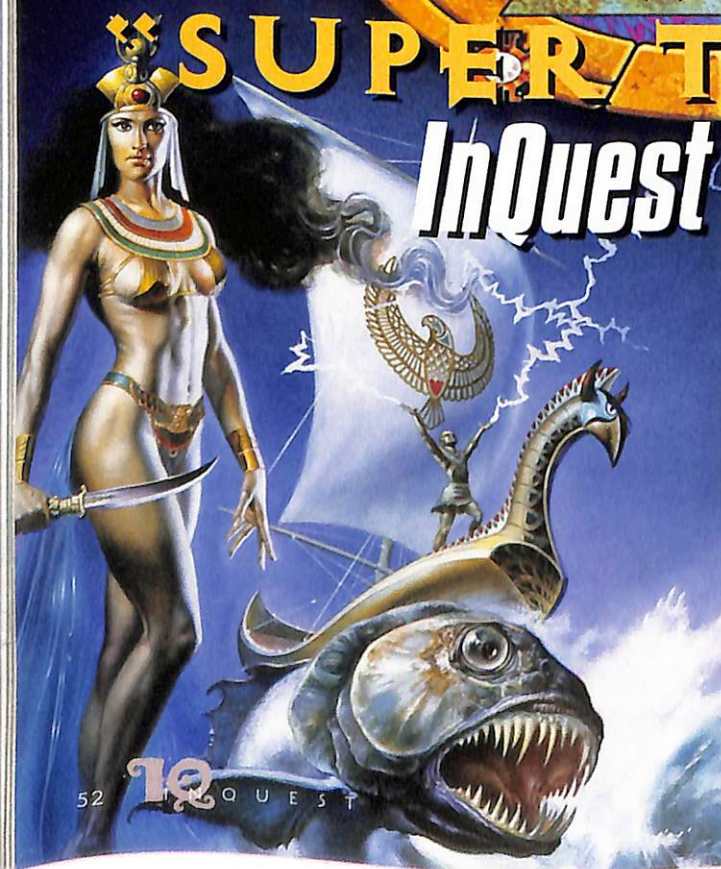
# CONTEST

CARDZ

Presents:



"SUPER TROOPER"  
InQuest Contest





So you know all about that *Hyborian Gates* card game, right? Sure you do—it's that Julie Bell- and Boris Vallejo-illustrated game that puts you in the role of a Hyborian trooper. But them swell folks at Cardz don't want you to just play the game, they want you in the game!

## W H A T T O D O

Ever wonder what it would be like, not just to play the game, but actually to be a Hyborian Gates Trooper? Sure you have. Well, now you're going to tell us. Just pick a drawin' tool and draw what you would look like in Trooper gear in any one of the Hyborian realms: Atlantis, Gaea, Osiris, Asgard, or Hyborea. You non-artist types can just pick up a writin' tool and write a short description of what you think a day in the life of a Hyborian trooper would be like. Do either—and do a good enough job—and you could walk away with some keen prizes.

**Grand Prize (One winner):** The Grand Trooper will get a complete set of *Hyborian Gates* limited edition cards and one of them big coffee-table books of Boris Vallejo art, autographed by Boris himself. (Coffee table not included.)

**Second Prize (Five winners):** Five winners will each get the above-mentioned coffee-table book, autographed by Boris Vallejo.

**Third Prize (25 winners):** Twenty-five winners will each get an uncut press sheet of *Hyborian Gates* cards.

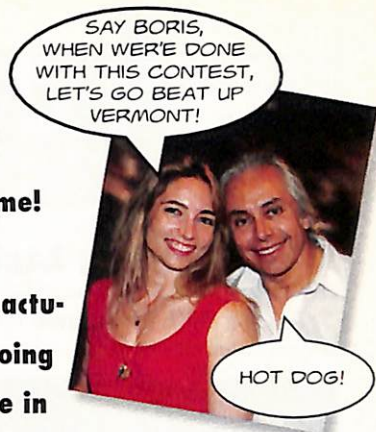
Fill out this little form, attach it to your entry, put it in an envelope, and send it to:

**Hyborian Gates**

**"SUPER TROOPER"**

**InQuest Contest**

c/o Wizard Press, P.O. Box 118,  
Congers, NY 10920-0118.



### THE LEGALESE

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Cardz, and their immediate families or that black sheep of Hyborea, Conan. Geez fella, quit hacking people like firewood before you give everybody from the Hyborean age a bad name. Jerk. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your entry. Enter as many times as you like. Mail each entry separately to: *Hyborian Gates* "Super Trooper" InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. If you don't enter this contest, Julie Bell or Boris Vallejo will come to your house and pound you into the ground like a tent stake. We've seen 'em do it. All entries must be received at contest headquarters by October 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press among all properly completed entries based on quality and creativity. Judging will take place on October 31, 1995. All decisions are final. If you don't win, live with it.

For a list of winners, available after November 15, 1995, send a self-addressed stamped envelope to: *Hyborian Gates* "Super Trooper" InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

**Cardz is sponsoring this contest, so let's all say a big "Thank You." All together now: "Thank You."**

### InQuest Contest Entry Form ▼

Deadline is **October 31, 1995**

**"SUPER TROOPER"**

Name: \_\_\_\_\_

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Official Hyborian Gates "Super Trooper" ▼

**CONTEST**



# Icebreakers

## Shedding Light on the Ten Most Confusing Ice Age Cards

By Beth Moursund

Every new set of *Magic: The Gathering* cards has a few that make you go "Huh?" Well, *InQuest* has the answers to the *Ice Age* cards that've caused the most questions so far.

### Snow-Covered Lands

The *Ice Age* rule book merely says that snow-covered lands are basic lands. The Wizards of the Coast rules writers must be kicking themselves now for not explaining this better.

The real rule is: a snow-covered land is treated just like a non-snow-covered land of the same type. Putting snow on a non-basic land doesn't make it a basic land. If something changes a land's type, it doesn't change the snow. Magical Hack still only works on the five words "forest," "mountain," "plains," "swamp," and "island." The only things that can add or remove snow are cards that say so, like Arcum's Weathervane.

Take a snow-covered mountain, for example. It counts as a basic mountain, so you can have as many as you want in a tournament-legal deck. Mountain-walking creatures can walk through it. Volcanic Eruption can destroy it. Conversion turns it into snow-covered plains, and Phantasmal Terrain turns it into a snow-covered basic land of whatever type the caster chooses.

Creatures with islandwalk can walk through any island, snow-covered or not. Creatures with snow-covered islandwalk can only walk through snow-covered islands, not normal islands. Merfolk Assassins can only kill creatures with real islandwalk, not the cheap imitation snow-covered variety.



### Ice Cauldron

The hands-down winner of the Most Confusing Card award for *Ice Age* is Ice Cauldron. You'd be amazed at some of the ways players have interpreted it, so first, let's say what the Ice Cauldron *doesn't* do. It doesn't let you cast a colored spell using colorless mana. It doesn't let you cast the same spell over and over again. And it doesn't let you cast sorceries or enchantments or creatures during your opponent's turn.

Now for what it really does.

The Ice Cauldron has two separate abil-

ities. If there's no counter on it, you can tap it, pay any amount of mana you want (including zero), and put a counter and a spell card from your hand on it. The mana doesn't need to match the casting cost of the spell.

A spell on the Cauldron doesn't count as being in your hand, so a Black Vise won't squeeze it and a Hypnotic Specter can't make you discard it. It doesn't count as a "card in play," either. Even if your opponent takes control of the Cauldron, the spell is still yours, though your opponent could place spells in the Cauldron for his own use. The only way to get rid of that spell on the Cauldron is to get rid of the Cauldron itself, which automatically buries everything on it. But if a Chaos Orb falls on the spell, nothing happens!

But you *can* cast the spell just as if it were in your hand. When you cast a Cauldron spell, you must follow all the normal rules: you can only cast it when it's legal to cast that type of spell, the spell card goes into play or to the graveyard when it resolves, and you have to spend mana from your pool. Which leads to the second ability...

You can tap the Cauldron, remove the charge counter, and add some mana to your pool. How much mana, and of what kind? That depends on what you paid for the X in the first place; you get back exactly what you put in. There's a catch, though: tap-

ping the Cauldron doesn't cast the spell on the Cauldron—but the only thing you can spend the mana on is casting that spell!

If you put too much mana in, or if the Cauldron gets destroyed before you cast the spell, tough luck—you've got mana burn in your future. Since tapping the Cauldron isn't an interrupt, you have to wait for responses to resolve before you get the mana, and cast your spell as the next new action. If your opponent zaps the Cauldron with a Disenchant right after you tap it, you'll be stuck with an indigestible lump of mana when the spells resolve.

If you tap the Cauldron for mana and don't cast the spell, then later—since there's no charge counter—you can tap it again and add another spell. You could slowly build up a whole potful of spells that way. Mana from the Cauldron can only be used for the last spell put on it, though.

So what good is this thing, anyway? Mainly, it lets you cast big spells without much land. You could tap an island, a swamp, and two mountains one turn and put a counter and Nicol Bolas on the Cauldron. Next turn, tap the same four lands plus the Cauldron and summon Nicol. Or tap five mountains and drop a Fireball on the Cauldron, then, next turn, tap the same five mountains plus the Cauldron and cast a 10-mana Fireball.





## Lava Burst

Lava Burst wins the Nitpicker's Choice award. The card reads "Lava Burst deals X damage to target creature or player. Effects that prevent or redirect damage cannot be used to protect that creature."

You have to read that second sentence very, very literally. It only mentions creatures, not players, so if the Burst is aimed at a player, you may use all the damage prevention and redirection you want. And in *Magic*, "prevent damage" isn't the same as "reduce damage to zero." If a creature is guarded by an effect that says it reduces damage to zero (like a Prismatic Ward), that creature is immune from the Lava Burst.



## Ray of Command

Ray of Command is like a one-turn Control Magic, but since it's an instant, you can cast it any time fast effects are

legal—including right after your opponent taps his attacking creatures. The Ray even untaps the creature and cancels its Summoning Sickness for the rest of the turn. (The untap happens at the same time as the control change, so even if your opponent taps it before you get it, it will be untapped when you receive it.)

You can do whatever you want with the creature—tap it for a special ability, feed it to your Fallen Angel, or (often most effective) block an attacker, killing two of your opponent's creatures with one spell. If you use the Ray during your own turn, you can attack with the creature. (No, you can't attack during your opponent's turn, or attack with a wall, or anything like that. Nitpicker's Choice was a different spell.)

You can use the Ray on any creature your opponent controls, whether the creature is tapped or not, but not on one you already control. At the end of the turn, if you didn't manage to kill the creature off somehow, it goes back to your opponent and becomes tapped—even if it wasn't tapped to start with. If the creature is enchanted with Seizures, your opponent takes the damage from this tap. If your opponent manages to steal the creature back before the end of the turn, the creature is still tapped when it leaves your side... although if your opponent used a Ray of Command, she would indeed get it untapped.

Magus of the Unseen works exactly the same way, but steals artifacts.



## Deflection

Deflection is the latest addition to blue's arsenal of "mess with you" spells.

It takes any spell with a single target and gives it a new target of your choice. You can turn a Fireball back on its caster, divert a Stream of Life onto yourself, reroute a Control Magic onto the caster's own creature, divert an Unholy Strength to one of yours, or even turn a Counterspell against itself! The possibilities are endless, and your opponent will hate you for all of them.

Deflection can't affect non-targeted spells, so you can't Deflect a Demonic Consultation or Lich. "You" is always the spell's caster—it's not a target. (Nice try.) Deflection also can't affect spells with multiple targets, like a Fireball split between two creatures. And the new target has to be legal, so you can't Deflect a Terror onto a black creature, or a Black Vise back on its caster. In a multiplayer game, though, you could Deflect the Vise onto a third player, since the new ability wording for this spell specifies that it has one target opponent.



## Meteor Shower

Spells with two X's in the casting cost always confuse players. They all work the same way, though: you decide what you want X to be, then pay that much mana twice. Meteor Shower has an additional bit of subtlety that many players don't notice the first time they read the card: it does X+1 damage, not X damage. A little chart makes it clear:

For this much damage:	X is:	You must pay
1	0	0+0+red=1
2	1	1+1+red=3
3	2	2+2+red=5

For damage over one, a single-



target Meteor Shower costs more than a Fireball. The advantage of Meteor Shower is that you can divide the damage any way you want. If you wanted to kill a 1/1 and a 3/3 creature with a Fireball, you'd have to do three damage to each, spending eight mana altogether. With a Meteor Shower, you'd only need to spend seven mana.



## Ice Floe

Ice Floe lets you "lock down" a non-flying creature, but only when the creature attacks you. If the creature wasn't already tapped, Ice Floe taps it. The creature is now stuck. As long as the Ice Floe card stays tapped, the creature can't untap during the Untap Phase. If the Ice Floe ever untaps, it frees the creature (which untaps during its owner's next untap phase), even if you tap it again immediately. So you can't use a Ley Druid with an Ice Floe to keep two creatures trapped!

Once a creature is stuck on an Ice Floe, untapping the Floe is the only way for it to escape. Even if the creature gains flying or stops being a creature, the Floe still keeps the card from untapping during the Untap Phase.

Two things to be careful of: the Floe doesn't stop the creature from dealing damage, so you'll take damage from that first attack unless you block or play Fog or something. And the Floe doesn't keep the creature from untapping at any time except the untap phase, so it's useless on a Paralyzed creature, a Colossus, or anything else with an untap cost.



## Barbarian Guides

Barbarian Guides tap and use mana to give one of your creatures a snow-covered landwalk ability, then return the target creature to your hand if it's still in play at the end of the turn. Simple, right?

The confusion starts when you combine this with another end-of-turn effect: say, Ball Lightning's. If you use the Guides on a Ball Lightning, at the end of the turn, you have two effects both trying to happen at the same time: the Guides want to return the Ball Lightning to your hand, and the Lightning wants to bury itself.

Whenever two things are supposed to happen at the same time, the player whose turn it is gets to choose the order. If you choose to have the return-to-hand effect go first, then the bury effect fizzles. Handy trick, eh?



## Enduring Renewal

Do you like infinite combos? You'll love Enduring Renewal. Once this card is in play, you can't draw any new creatures—every time you draw a summon or artifact creature card,

you must discard it. But every time one of your creatures goes to the graveyard from play, you pick it up and put it right back in your hand.

This works even on cards which are only temporarily creatures, like Assembly Workers and Living Lands. All that matters is whether the card is a creature when it goes to the graveyard. It's no good with token creatures, though—they're removed from the game when they leave play.

Combine Enduring Renewal with a zero-cost creature like the Ornithopter, and anything that takes sacrifices (Fallen Angel, Atog, Ashnod's Altar), and you can cycle it forever. We expect to see some sort of errata soon from the WotC rules folks shutting this down.



## Glacial Chasm

Glacial Chasm is another very abusive card. As long as you have it in play, you can't attack, but all damage to you is reduced to zero. The catch is the upkeep: two life the first turn, four the second turn, six the third turn... If you don't pay the life, the Chasm is buried.

However, if you turn the Chasm into some other sort of land before the end of the upkeep phase, you don't have to pay—and if you avoid paying this way, the upkeep starts over again at two when the Chasm reverts to normal. Combine a pair of Chasms with an Orcish Farmer to turn 'em into swamps and you have complete immunity to damage for only two life per turn. Haul out the indiscriminate-damage spells!

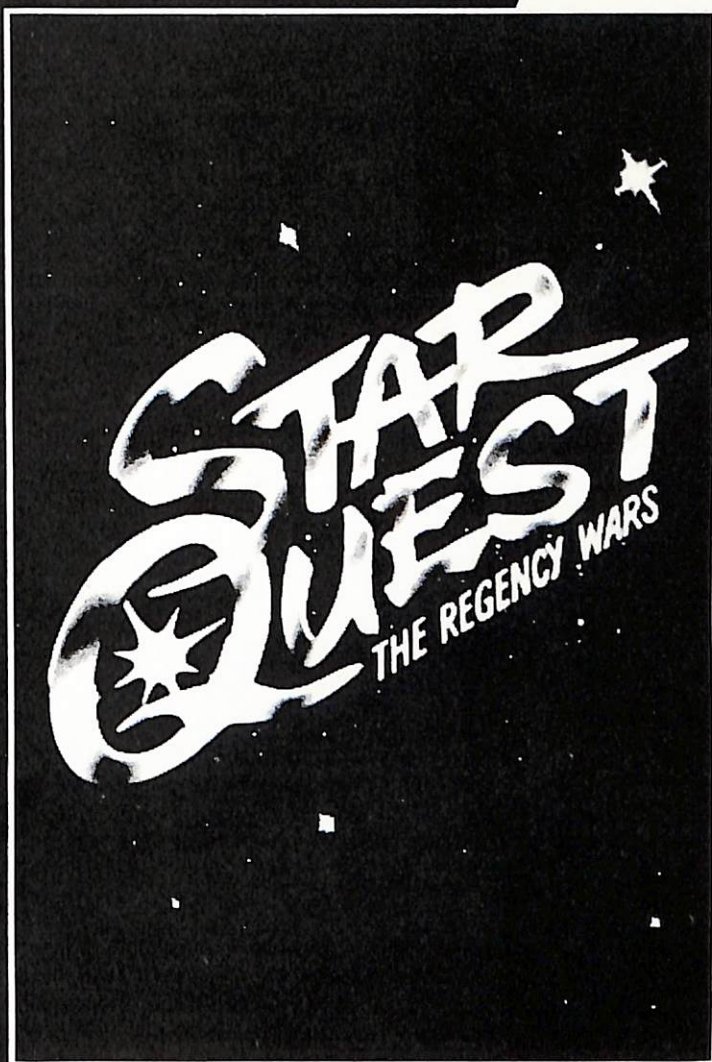
Some players will try casting Consecrate Land on the Chasm, thinking they won't have to pay the upkeep at all. But the WotC rules team put the kibosh on that one—Consecrate Land now has errata saying it won't stop a land from destroying itself. Awwwww.

Beth "BethMo" Moursund eats confusing cards for breakfast.



# The Smash Hit Of The Season!

**S**tar Quest debuted to rave reviews at the key industry shows this summer, attracting huge crowds to play tables from DragonCon to Origins to the San Diego Comic Con and finally Gen Con. To the thousands of fans who played Star Quest - we thank you for your positive response and support.



**F**or all of you that we missed this summer... now you can get in on the action of this fast playing, action packed game as *Star Quest: The Regency Wars* new Crimson Edition ships nationwide. Same great game. More troops and weapons. More fantastic science fiction art by Frazetta, the Hildebrandts, Whelan and many others.



© 1995 White Buffalo Games

Hey, why should  
everyone else  
have all the fun?

Let the Wars  
Continue!





# VIRTUAL BATTLETECH

*InQuest* plays the greatest game on Earth.

By Marty Stever

**T**he pod slides closed and the screens before you light up. Your team is green; your four opponents glow red on the radar.

Your *Loki* is one of the most powerful 'Mechs ever made. As you configure your weapon systems, you chuckle, certain that your "death trigger" will soon blow one of your opponent's legs off.

Your team forms a square and begins

approaching your first vict...errr...target. Before you begin firing, your 'Mech is rocked—a lucky long-distance laser shot bouncing off your chest plate.

Damage readouts show a minimal hit, but the flash across your screen has disoriented you. You're moving faster than the rest of your team, and your opponents begin blasting your 'Mech. The sound of multiple laser and

missile hits shakes your pod. You veer hard left.

Luckily, your team has already taken down your initial target. You see another foe ahead. Pulling the "death trigger," you place a perfect hit on the *Madcat*'s hip. The gigantic 'Mech spins wildly—you've blown its leg off with one well-placed shot! You holler triumphantly. This is reality!





## CURRENT EVENTS



If you visit one of the 23 Virtual World centers on the planet, you'll find yourself smack dab in the middle of a game of *BattleTech*. *BattleTech* features giant robots driven by humans battling for control of a galaxy, planet by planet. Each robot, or "Mech," carries enough firepower to level an entire city. Each *BattleTech* player "pilots" a 'Mech. There are dozens of 'Mechs available to players, each with its own ratings for weaponry, defensive armor, and speed.

Three custom-made computers work together so up to eight players can drive their machine into battle on a desert

planet where only one team or 'Mech can reign supreme. All eight 'Mechs exist in the same playing area, so every action one player takes will affect all the other players. Having played *BattleTech* at Virtual World, I assure you that it is The Greatest Game Ever Created! For a mere \$5 to \$8, you will get an adrenaline rush you have to experience to believe.

Your 30-minute *BattleTech* "experience" begins with a 10-minute orientation. For first-time players, this is a short film in which actress Joan Severance drives a 'Mech into combat, demonstrating its controls.

Experienced players use the orientation period to design their game. You can choose the difficulty level, terrain, time of day, weather conditions, type of play (team or free-for-all), and the 'Mech you drive.

Most players boil this last choice down to a fast-moving, hard-to-hit 'Mech, like a Madcat, or a slower, more heavily armored 'Mech, like a Thor or a Loki. The slower 'Mechs can take a lot of damage, and bristle with weapon systems. I like the Loki Prime—it's got lots of armor and an awesome weapons system.

Once orientation is complete, pilots



move into their 'Mechs. The "pod" from which you drive your 'Mech feels like the cockpit of a flight simulator. You take a seat, and a cover slides over your head to close the pod. The interior is lit only by the glow of the screen and control systems.

The main screen is similar to what you might expect from a video game. You're looking out the windshield of your 'Mech, high in the air above a panoramic desert view.

The quality of the graphics is excellent—better than any video game you've ever seen in an arcade. As your 'Mech walks towards an object, it grows until it fills your screen. The flow of the visual is totally natural: there are no skips or jumps as a barely discernible dot becomes a huge 'Mech filling your field of vision.

On the main screen, your crosshairs show where your weapons are aimed. In the beginners game, your crosshairs also show where your 'Mech is headed, so driving and targeting are all controlled by one joystick. Advanced players control speed with the throttle, the 'Mech's direction with foot peddles, and the torso direction with the aiming joystick.

This allows some neat options, like "drive-by shootings" and providing your own rear guard as you retreat. I prefer independent aiming because it lets me play hide and seek, using terrain to guard my left or right side while I fire in the other direction.

The targeting joystick has three different triggers. Each weapon can be fired by one or more triggers. My strategy is to fire



The Mod Pod!

think I have a chance to destroy a 'Mech completely, or at the very least blow an arm off it.

Beneath the main screen, your radar screen shows the playing area and all the 'Mechs, including who's driving them and what direction they're headed. Because of the incredibly dynamic movement, even experienced players often have to use the radar screen to orient themselves.

At the start of each mission, I usually try to get near an obstacle to guard my rear while I take stock of the battlefield and the relative starting positions of all the 'Mechs. Then I start stalking my prey.

If you have one particular enemy you're especially worried about, you can set the controls so he or she is always highlighted on your radar screen. (I used this function to target the boss, but don't tell him. He thought it was just luck that I blew him away four times!)

Next to the radar is a picture of your 'Mech. When you're hit on a particular area,

weapon readouts. 'Mechs can be loaded with anything from three to 12 weapons.

Each weapon readout shows how many shots are left, how long until the weapon is reloaded, and which trigger fires the weapon.

Once you've finished your 10 minutes of shooting, you and your fellow players are escorted to the debriefing area. While wiping the sweat from your brow and whooping it up with your comrades, you can see the entire battle played out from an overhead view. You also get to see who was blasting whom and who was scoring points. This time is best spent plotting your revenge, because during the game it's tough to figure out who's firing at you.

The debriefing frequently uncovers "friendly fire," which often occurs in the heat of combat. I recently played in a massive four-on-four, 20-minute battle royale in which one member of our team did so much damage to the rest of us that he sealed our defeat. His lousy aim was to *BattleTech* what fumbling three times in the Super Bowl is to football!

The debriefing and your 30-minute experience end with a printout of the battle results, just to make sure everyone accurately remembers the score. The printout includes exactly how many points each player scored against individual opponents (and allies). In addition, there's a mission log with a blow-by-blow account of the action, filled with memorable lines like, "Joel's right lower leg is vaporized by Marty!" and "Jarod ejects as Marty reduces Jarod's Vulture V3 to rubble!"

## HISTORY LESSONS

The seed that became Virtual World originated 15 years ago when Jordan Weisman and Ross Babcock were enrolled in the Merchant Marine Academy. While there, they saw a simulator used by ship captains to learn the terrain of various ports around the world. Both Jordan and Ross were avid gamers, and the simulator got Weisman thinking about a virtual reality game.

"I figured all we had to do was hook enough Apple IIs together and we could create virtual games," Weisman recalls. "Ross and I discussed the idea and decided we'd go into business together to create these fabulous new games I'd imagined. We formed FASA, quit the Academy, and then found out it didn't really matter how many Apple IIs you put in a line—we couldn't get enough computer power to make any kind of real simulator possible."

Instead, FASA published games based



Hold on—we're going boldly where no man has gone before!

my fast-reloading weapons from one trigger, my medium-speed weapons from a second, and all my weapons from a third. I only pull the third "killer" trigger when I

its color changes on the damage screen. Should one of your 'Mech's arms or legs get blown off, it disappears from the monitor.

Alongside the two screens are your



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The Gathering™

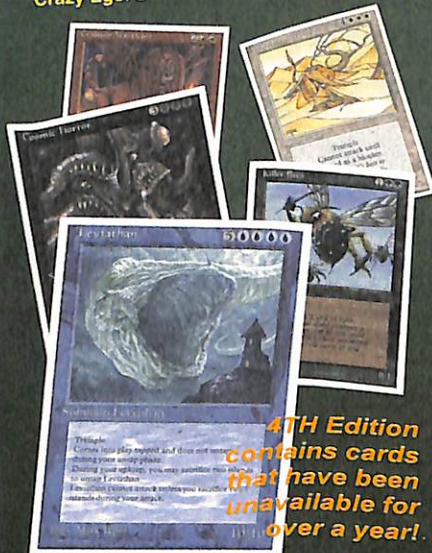
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on major media properties, including *Star Trek* and *Top Gun*. In 1985, they switched tacks and created an original game: *BattleTech*.

It was a hit. *BattleTech* was soon one of the most popular paper-and-pencil games available, second only to *AD&D*.

As with *Magic: The Gathering*, one key to *BattleTech*'s instant popularity was its easy play at conventions. Judges could hand each player a sheet describing their 'Mech and inform players of their conditions for winning—and the game was on. Contests could feature team play or "free-for-all" rules—play until only one 'Mech was left standing.

The *BattleTech* Universe, which started out as one boxed game, quickly expanded, with more boxed games, scenario packs, 'Mech descriptions, and even a roleplaying game system, *'MechWarrior*. An ongoing story involving five rival clans is developed in novels, game products, and licensed products.

"Each year a small group of us—Jordan, Ross, Brian Nystal, one or two novelists, including Michael Stackpole, and I—brainstorm what will happen in the coming few years in the 'history' of *BattleTech*," explains FASA honcho and *BattleTech* guru Sam Lewis.

"Once we have the story shell, Brian and

I work on how that will translate into actual products, and work out the details of the events at the same time. We then take this story and incorporate it into everything we're doing, from the novels right through to the logowear we have on at conventions. For *BattleTech* fans, this means we keep the Universe fresh, and most importantly, not peaceful."

Sitting in FASA and Virtual World's Chicago headquarters—a century-old warehouse made of brick and timber—Jordan recalls the birth of Virtual World. "We were several years into *BattleTech*'s success and decided it was time to undermine our financial stability, so we launched our virtual reality project. It seemed that computers had caught up to my vision of an interactive experience."

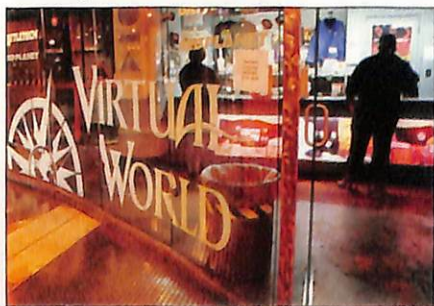
They have indeed—and they're getting better all the time.

While visiting the offices of Virtual World, *InQuest* was shown the next version of *BattleTechnology*. A whole new series of custom-made computers based on Pentium chips have

## What Else is at Virtual World

When you visit a Virtual World, you'll discover another game besides *BattleTech: Red Planet*. It features pods similar to *BattleTech*'s, but that control a flying race car shooting up and down the canals of Mars. Your only goal is to win the race—second place is not an option. Fortunately, your car is well-armed to help discourage tailgating.

There are leagues, challenge ladders, and national and international championships for both *BattleTech* and *Red Planet*. Each center picks its best teams and players, who compete annually for the title. The really wild part: thanks to satellite links, players from two different centers can battle each other as if they were in the same center sitting just a few feet apart. There's no lag in the 'Mechs' movements, even when distances from Tokyo to Chicago are involved!



Each Virtual World also has a gift shop, where you can buy FASA game products and logowear. Most Virtual Worlds also have a snack bar, where you can replenish the precious bodily fluids you're sure to lose in action.



Home sweet home: FASA's main digs in Chicago.

## It Ain't Virtual, But You Can Play at Home

Although it's not nearly as cool as playing at a Virtual World, *BattleTech* has been brought to several home game platforms. For the IBM, there are two games from Infocom, *Crescent Hawk's Inception* and *Crescent Hawk's Revenge*; and two from Activision, *'MechWarrior* and the new *'MechWarrior 2*. Activision also makes *'MechWarrior* for the Super Nintendo Entertainment System. Absolute Entertainment makes *BattleTech* for Sega, and later this year will release *BattleTech: The Grey Death Legion* for Sega CD. FASA recently created an offshoot company, FASA Interactive Technologies (FASA IT). FASA wants to break into the lucrative and growing home-gaming market with its own line of games, preferably ones that exploit new technologies like 64-bit gaming platforms. FASA IT is preparing a CD-ROM version of *BattleTech* for IBM PCs by late '96. The game will be designed for use with broadband cable, meaning you can play against remote opponents through your TV.



software and hardware are so real that when I was about to hit a wall, I nearly put my foot through the floorboard hammering away on the nonexistent brake. Gary Hannabarger, my photographer, was so startled by the realism of an impending collision that he actually bailed out of the side of a pod. When these new pods go on-line, they'll have to keep a cardiac kit on hand to revive all the pilots who can't take it.

Today's *BattleTech* at Virtual World may be the greatest game ever—but only until this new technology is on-line!

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INQUEST ISSUE #6



# Back 2 Basics

SIMPLE STRATEGIES THAT WILL MAKE YOU A MORE SOPHISTICATED MAGIC PLAYER.

By Pat McCallum

**T**he crackling ball of lightning hurtles toward you in a mad frenzy of rage and destruction. It arcs through your tapped warriors, racing past your Fire Elemental, past your Stone Giant, past even the mighty Shivan Dragon.

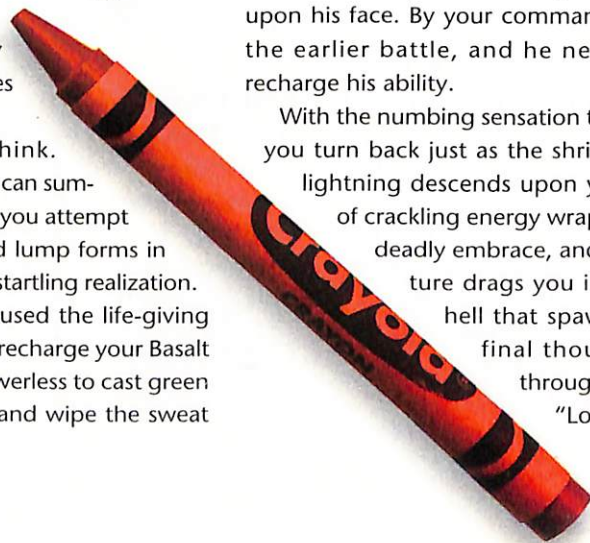
A dangerous beast—but one you can handle. You cycle through the magic at your command and realize that a simple Fog spell will prevent the creature from harming you. You call forth the spell... but without success. You try again, but the spell refuses to be cast.

"Impossible!" you think. "Even an apprentice mage can summon the thickest Fog!" As you attempt to cast it yet again, a cold lump forms in your belly—and with it, a startling realization. Earlier in the battle, you used the life-giving Forests needed for Fog to recharge your Basalt Monolith, leaving you powerless to cast green spells. You swallow hard and wipe the sweat

from your brow. Dozens of protective measures race through your mind—all impossible to enact without mana.

You look from side to side for any form of defense. Then you see him: the Prodigal Sorcerer! With the power at his command, he could destroy the fragile Ball Lightning long before it reaches you! Desperately, you call upon the Sorcerer for assistance, but he merely shakes his head, a look of deep sorrow etched upon his face. By your command, he joined the earlier battle, and he needs time to recharge his ability.

With the numbing sensation that all is lost, you turn back just as the shrieking ball of lightning descends upon you. Tendrils of crackling energy wrap you in their deadly embrace, and as the creature drags you into the fiery hell that spawned it, one final thought flashes through your mind: "Losing sucks!"





You're probably familiar with the saying "Winning isn't everything." Which is true. It isn't. It should never come before acting with dignity and honor. But hell, losing does suck. So what you gotta do is work at winning. In this case, winning at *Magic: The Gathering*.

*Magic*, like all strategy games, has subtle nuances that first-time gamers often overlook, and occasionally allow to grow into bad gaming habits. Here are some simple strategy tips that should improve your game play.

## Mana

Ah yes, mana, the power-giving lifeblood of *Magic*. What more can you learn about the "simplest" aspect of *Magic* game play? You'd be surprised.

- When choosing which mana to play, especially early on in the game, check your hand carefully to see what low-casting-cost spells or creatures you may want to cast.

For instance, if you have two plains and two mountains in your opening hand, and the lowest-casting-cost creature you have is a White Knight, which costs two white mana, drop a plains. That way, on your next turn, you can drop the second plains and cast the Knight.

Having the correct mana in play will enable you to get your creatures out early, and will allow you to cast spells that may save you from taking a beatin'.

- When tapping mana, try to leave the proper mana available for any other spells or effects you may want to cast later. For example, if you're casting a five-point Fireball to off your opponent's Sea Serpent and are keeping a Death Ward in hand to protect one of your critters, try to leave at least one white mana open. (It's even better to leave two. You never know when your opponent is going to destroy one of your lands.)

- If you already have plenty of mana-generating lands in play, hold some in your hand. Give your opponent something to think about. She doesn't know that the cards in your hand are lands. As far as she's concerned, you could be clutching a fistful of counters, Disenchants, or Lightning Bolts. And if you're ever on the receiving end of a mass-land-destruction spell like Jokulhaups or Armageddon, it's sure nice to have some mana handy.

## Spells

Like a kid in a candy store, it's hard to resist the temptation of zapping something with a spell. But as you'll learn, knowing when not to cast a spell is just as important as knowing when to cast it.

- Don't cast a spell just because you have it in your hand. A little patience can go a long way.

Got a Giant Growth and an inkling to juice up your unblocked creature?



Hold it to add a much-needed bonus on your smaller creatures. (If you've ever seen a Scryb Sprite knock out a Serra, you know that conserving your cards for that special moment can be a very beautiful thing.) Or wait until you can give your unblocked creature enough extra power to kill your opponent once and for all.

Got a Lightning Bolt and an itch to singe your opponent? Betcha you'll wish you'd held it when her Juggernaut comes out and starts slapping you for five points a turn. Or when a regenerating creature keeps blocking your creature, wait until your opponent has tapped out—then spring your Bolt and eliminate that pesky blocker.

Never, never cast a spell just for the sake of casting it. Make sure the target you zap is really worth it.

- Never tip your hand. Accidentally, that is.

If you have a Counterspell or some other goody in hand, and your opponent has just cast some unpleasant spell, don't suddenly reach for those islands. Moving your hand as if to tap mana lets people know you have a certain spell in hand, and may give your opponent an advantage. Weigh the importance of what your opponent's action did before moving to stop it.

On the other hand, when casting a spell that won't involve tapping all your mana, try to psyche out your opponent. For example, if you've been plaguing your opponent with Counterspells all game but have none in hand, reach for your blue mana as if to tap it, catch yourself at the last



"SOMETIMES THESE MAGIC TOURNEYS CAN BE A LITTLE INTIMIDATING. WATCH HER CRAP HER PANTIES WHEN I FIREBALL HER ASS!"





moment, pause, and tap other mana, leaving two blue mana open—just enough for that fictional Counterspell.

If your bluff is called and your opponent casts a spell that you would most certainly counter, reach for your mana, pause, look deep in thought for a moment, and do nothing. It should keep your opponent off-balance. (But for heaven's sake, make it all look convincing!)

- Notice a theme in your opponent's deck? Once you spot it, use your knowledge to take control.

For example, if your opponent is relying on fast mana like Llanowar Elves, Birds of Paradise, and Elves of Deep Shadows, toast those critters before they combine to bring out some crazy 10/10 creature. Being stung by Giant Growthed or Bloodlusted weenies? Wait until after your opponent plays her power-upping cards, then use Terror to eliminate a creature and its enhancements in one fell swoop.

Know your opponents' strengths and you know their weaknesses as well.

- If you're in a position to hurt your opponent significantly but suffer a disadvantage yourself in the process, it may be worth it.

If you're low on mana but notice your adversary casting red spell after red spell with just one Mountain, use your Strip Mine to eliminate that land. Do you hold only one card, a Balance, in hand, but have slightly more permanents in play than your opponent, who's harboring a fistful of cards? Try Balance. Odds are the few cards you lose from play will be

nothing compared to what she has to discard.

## Creatures & Artifacts

Creatures make up the bulk of the offense and defense in most decks. Using them properly can keep your opponent at bay.

- Some creatures have special abilities, like the Prodigal Sorcerer, which may tap to ping any creature or player for a point of damage.

If you've got one of these critters out, it's usually best to hold off using them until the end of your opponent's turn. That way, if your opponent attacks you with some beastie, your Prodigal is free to sting for a crucial point of damage. And if your opponent launches some sort of nasty surprise attack, like a 6/1 Ball Lightning, the Prodigal stands ready to ace that sucker before he gets within 100 yards of you.

The same holds true for creatures such as the Witch Hunter, Sorceress Queen, and Northern Paladin. Waiting is especially useful for a creature ability that requires mana, since you'll be able to untap on your turn and have all your mana available in a jiffy.

The same holds true for any artifact abilities you may want to use, including charging a Basalt Monolith or Mana Battery.

- Do you want to launch an attack? Do you want to cast some creatures this turn? Who says you have to cast the creatures first?



By attacking and seemingly leaving yourself open, your opponent should block differently than if you were to cast, say, your Shivan Dragon first.

However, some cards, like the Kel-don Warlord, get a bonus for the amount of creatures you have in play. That's one of the possibilities you'll have to consider when timing your attack.

- Don't be afraid of getting hit. If attacking will leave you wide open to your opponent's attack, but you'll cause more damage than you'll receive, go for it. If she blocks, well,



even if you lose some big creatures, you should come out on top. If she doesn't, well, you go in and stomp her for damage. She should also be a little hesitant to attack back with all her creatures if it'll mean leaving herself open for you to attack once again. (It's always good to have a little backup in hand, though. A Fog, Unsummon, or Terror could make this strategy a little less risky.)

## Games

There's a lot more to *Magic* than knowing when to tap a Prodigal, Giant Growth a Scryb Sprite, or bluff a Counterspell. Your behavior in the game can be the key to winning or losing.

- Know the abilities of every card in your deck and in play. If this means asking to read a card you haven't seen lately or ever, so be it. At worst, you'll acquaint yourself with some text and take a little ribbing; at best, you'll suddenly brainstorm a great new tactic.





- Resist the urge to show people watching the game what you have in your hand. Ask people not to point at cards in your hand and say, "Oh man, that's rough!" Feeling tough or cool won't help you any if your opponent decides to knock the cards out of your hand with a Wheel of Fortune.

- Try to learn from each game. If you won, what helped you overcome your opponent? If you lost, what might you have done differently that would have changed the outcome? Either way, remember which cards proved useful during the game, and which just sat in your hand.

- Always test out new card combinations and decks. And don't give up if they don't work out exactly as planned right out of the gate. After several games with new cards or

decks, you should have a better understanding of how those cards work and the best time to use them. (See "Deck Building 101" from last month's mag for some insights on decks and combinations.)

## Conclusion

While these tips are sound, understanding the thinking behind the strategies outlined above is what's really important. Knowing what each and every *Magic* card can do is great, but it won't win you the game. Knowing when to cast that game-breaking spell and when to wait for an even better opportunity is the hard part. After all, it's not the tools but the craftsman that works the *Magic*.



## Multiplayer MAGIC

Boy, as if one-on-one *Magic* isn't tough enough to master! Multiplayer *Magic* is a completely different beast.

Although there are a fantastic number of different ways to play multiplayer *Magic*, most have players sitting in a circle, only able to influence their neighbors in a certain way. You might be limited to attacking only the player to your left, but be able to affect everyone with spells, or you might be allowed to attack the players to either side of you, but unable to affect anyone else with spells or fast effects.

Here's some quick hints that may come in handy if you find yourself surrounded by hostile natives wielding mana.

- If you do really well in a multiplayer game, opponents will begin to gang up on you. When this happens, try to eliminate the person most dangerous to you while holding the others at bay.

- If one of your opponents is vulnerable, take him down. Not attacking him when he's weak will give him time to build his defenses. One less enemy is, well, one less enemy.

- If you're capable of taking out one of your opponents, keep in mind that the player on the other side of that opponent will suddenly become your new adversary. It's sometimes best to keep a buffer—you may even cast healing spells on a neighbor!—until you can handle any opponents about to enter your sphere of influence.



"PSST, BOBBY. WHADYA SAY AFTER THIS LAST GAME WE ALL GO SACRIFICE PAM TO SATAN?"





# CHRONICLING CHRONICLES

## Returning cards elate and confuse collectors.

For the third month in a row, Wizards of the Coast has released a set bringing back *Magic* cards that we haven't seen in a while. If you were excited and shocked to see Killer Bees, Carrion Ants, and Time Elementals in Fourth Edition, *Chronicles* should have put you into an early grave.

### The Big Boys

The first thing to catch everyone's attention when the *Chronicles* list was released (see News & Notes, starting on page 11) was that the Elder Dragon Legends were there. This family of creatures had been poised to rise in value—in their original *Legends* incarnations. Long stagnant at \$25 because of their high casting and difficult upkeep costs, these guys looked good compared to the many unusual upkeep costs in

*Ice Age* and were on the rise (now they're \$10-\$15 in *Legends*, \$7-\$10 in *Chronicles*).

Many prominent Legends are back in *Chronicles*. For instance, Sol'kanar the Swamp King, who gives his controller one life for every black spell cast (LG, \$8-\$12 and CH, \$5-\$8); Dakkon Blackblade, who requires six mana and is as powerful and tough as

the number of lands you control (LG, \$10-\$15; CH, \$7-\$10); and Johan, who allows all of your creatures to attack without tapping (LG, \$6-\$8; CH, \$5-\$8).

The most important non-Legend creature in the set is The Wretched, which used to cost as much as an Elder Dragon (still does, LG, \$10-\$15; CH, \$7-\$10). Its crea-

ture-stealing ability, better than those of *Ice Age*'s Seraph and Krovikan Vampire, puts it in a class with Killer Bees and Carrion Ants. The City of Brass will be strongly sought-after (AN, \$8-\$12; CH, \$7-\$10). Its ability to give you any color mana makes it extremely valuable in the early rounds of the game, but less so later on, since it pings you when it taps.

Rumors are cropping up that Feldon's Cane is about to be unrestricted in tournament play. The Cane is useful in any deck, since it lets you reshuffle your graveyard into your library. When it was an old timer from *Antiquities*, it went for \$6-\$10 and was rising. Now the original is \$2.25-\$3 and you can tag the new one at a buck, since it's common. Recall was a surprising addition (LG, \$8-\$12; CH, \$3-\$5) because its ability to retrieve a number of cards from your graveyard makes it a lot more useful than the recently discontinued Regrowth.

### The Nearly Big Boys

Many older cards that were expensive and useful but never really hit the big time get a second chance here. Aladdin will definitely cause havoc with his artifact-stealing ability, and should become a highlight of the set (*Arabian Nights*, \$8-\$12; CH, \$4-\$6). The proliferation of Angelic Voices will strengthen white weenie decks and will be sought-after for that reason (LG, \$7-\$10; CH, \$5-\$8). The Erhnam Djinn returns, to the delight of those who appreciate green's speed (AN, \$7-\$10; CH, \$2-\$4). Gauntlets of Chaos (LG, \$6-\$8; CH \$4-\$6) and Juxtapose (LG, \$6-\$8; CH \$3-\$5) are both useful, fun cards.

If you liked the Blinking Spirit in *Ice Age*, you'll wonder why you didn't discover the Obelisk of Undoing sooner (AQ, \$8-\$12; CH, \$5-\$8). Many people like Witch Hunter (*Dark*, \$3-\$5; CH, \$2-\$4) and Wall of Opposition (LG, \$6-\$8; CH, \$1-\$2). Yawgmoth Demon is a 6/6 flying first strike creature that makes you sacrifice an artifact for upkeep

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It's the new 1995 model!

They've even changed

the casting cost icons, too.

Isn't that cute?



(AQ, \$8-\$10; CH, \$5-\$8). *Ice Age's* Enduring Renewal lets you put dead creatures back into your hand, so keep sacrificing Ornithopters to the Demon for free. (Wizards of the Coast will probably announce errata for Enduring Renewal, however.)

## Impact

What has *Chronicles* done to the mindset of the average card buyer? For the moment, people are too busy ogling their new cards to care about older ones.

It's safe to assume that *Chronicles* is the last "reintroduction set" we'll see for a while. WotC has said that it will eventually rotate cards in and out of *Chronicles* over time, just as the Fourth Edition card mix will eventually be revised by a Fifth Edition. The powerhouses left behind in their original runs should go up in price.

So should items that WotC obviously won't reprint, like cards that are difficult to understand and don't function properly. That means messes such as Lich (Unlimited, \$40-\$60), Blaze of Glory (UL, \$30-\$50), Word of Command (UL, \$40-\$60), and Candelabra of Tawnos (UL, \$18-\$30).

Other out-of-prints (OOPs) likely to stay that way are cards that give players too much of an advantage: game breakers like the Black Lotus (UL, \$175-\$225 and probably maxed-out), Moxes (UL, \$100-\$125 and similarly topped-out), Berserk (UL, \$20-\$35 and still hot), Time Vault (UL, \$40-\$55), Time Walk (UL, \$90-\$125), and Ring of Ma'ruf (*Arabian Nights*, \$25-\$35).

While we're at it, let's not forget cards that simply turned out to be more powerful than WotC intended, including fan-favorites like the Forcefield (UL, \$60-\$90), Two-Headed Giant (UL, \$35-\$40), Timetwister (UL, \$45-\$70), Dwarven Demolition Team (UL, \$10-\$15, possibly going up due to the strong walls introduced in *Ice Age*), Ali From Cairo (AN, \$60-\$75 and rising), Diamond Valley (AQ, \$35-\$40), Guardian Beast (AQ, \$40-\$65), and Library of Alexandria (AN, \$25-\$35).

Even if a card isn't re-released, there may be a watered-down version, like Chaos Moon (Gauntlet of Might's grandson dropped this Unlimited OOP to \$60-\$90) and Brainstorm (Ancestral Recall is feeling the pinch, down to \$45-\$70 in UL). Old has-beens like Natural Selection (UL, \$30-\$40) and Raging River (UL, \$30-\$45) are ripe for a decrease, since newer cards do similar jobs.

By the way, the fervor over the important "new" OOPs seems to be dying. Prices shot up but are calming down for Revised cards like Clone (\$6-\$10), Doppelganger (\$12-\$20), Braingeyser (\$10-\$12), and the dual lands (\$10-\$18). No surprise here. Soon after the prices went so high, we realized that, hell, many stores still have Revised packs, and these cards are usually in stock and not hard to find. Fork (\$15-\$25) is still hot, and may become a strong OOP due to its game-breaking ability to double spells.

Another blow against the older cards is that, due to the rounder cut of their corners, many judges consider Alpha cards marked and hence not tournament-legal. Since the only Alpha cards people usually put in their decks are big OOPs, their prices may be affected by this attitude.

The dust has certainly settled for *Ice Age*. Fans haven't been satiated just yet, but the flow of cards out of the warehouses, onto the shelves, and ultimately into our hands has allowed the price per pack to settle back to the suggested retail price of \$2.50 in most places.

The most desirable card in *Ice Age* is Jester's Cap (up to \$15-\$25 and rising). Some people buy packs just looking for this

# UNTAPPED POTENTIAL

Card Name: **Reincarnation**

Set: **Legends**

Current Value: **\$3.50-\$5.00**

Rarity: **Uncommon**

Reincarnation is one of *Magic's* least-appreciated resources. Put simply, if any one's creature goes to the graveyard, you can replace it with another creature from that player's graveyard.

The uses of this card are many. Obviously, if you lose a flimsy 1/1, you can summon the best creature from your graveyard. If you plan ahead, you can do more. Combine Reincarnation with a Jokulhaups and you'll have the only card in play. If someone else loses a creature, replace it with something in his graveyard that has a steep upkeep cost, like Demonic Hordes.

Speaking of upkeep costs, if you ever need to sacrifice something, Reincarnation can ease your pain! Since it's an instant, sacrifice a tapped creature for an untapped one and block with it after your opponent has declared an attack against you! The list of uses goes on and on for Reincarnation, one of the more underrated cards in *Magic*.



single card! With its ability to remove three cards from a player's library, this may be restricted in tournament play. So many cards let you get artifacts out of your graveyard that even one Cap in a deck can break a game.

Other definite hits are the Cap's cousin, Jester's Mask (\$15-\$25; replace a player's hand with cards from his library), Deflection (\$8-\$12, a very popular Fork-Counterspell combination), and the mighty Polar Kraken (\$8-\$12, bigger and easier to use than the old king of the hill, Leviathan).

What's next? *Homelands*, which some thought would be pushed back to allow the marketplace to recover. (Fourth Edition, *Ice Age*, and *Chronicles* gave us over 800 cards!) But this expansion set that forms a sequel to *Ice Age* is slated for October! This first all-new set since *Fallen Empires*, nearly a year ago, promises to contain cards different from anything we've ever seen before.

## Best of the Rest

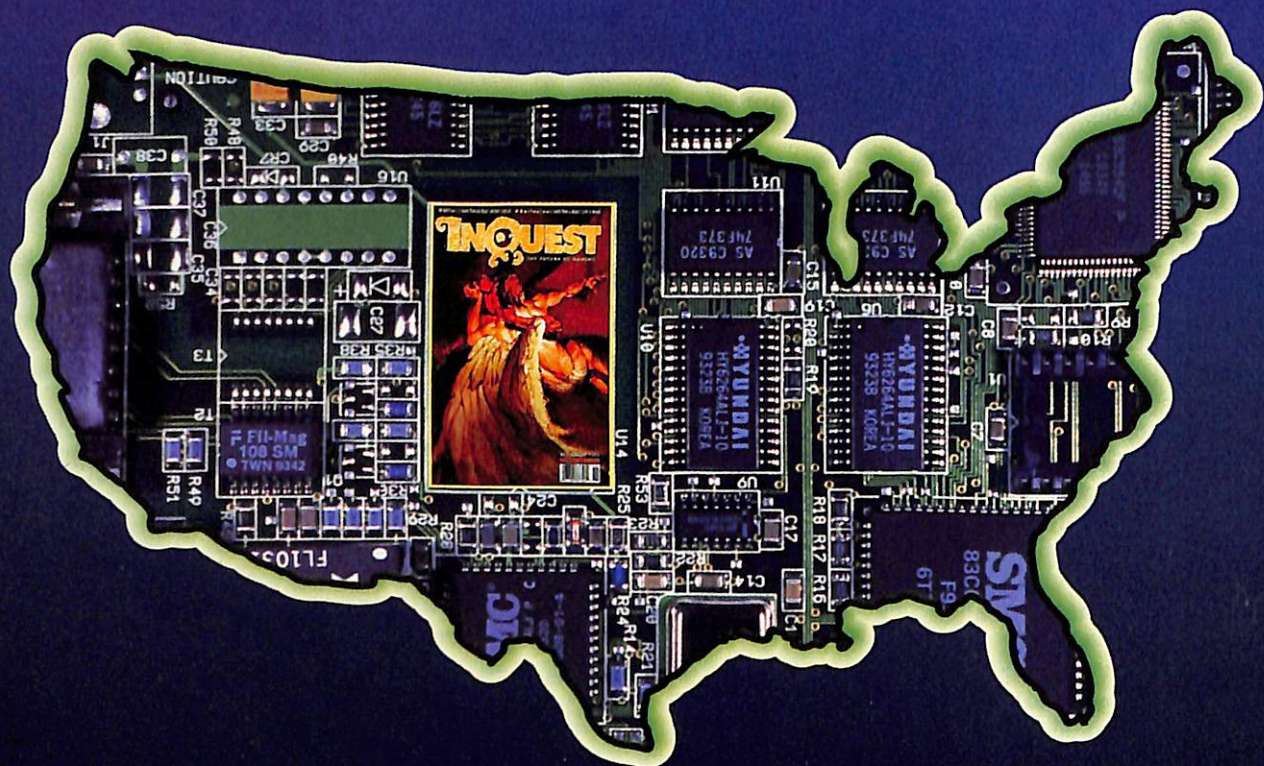
The new *Shadowfist* has been well-received by gamers. Daedalus has succeeded in releasing a game that functions well, is fun to play, and boasts excellent art. Sales are steady at retail price, and the card sales and desirability may be evolving to a point where there are hot and cold cards, as with truly hot collectible games.

With so many card games out, the ones that blend enjoyability with ease-of-play will catch people's attention, but it remains to be seen how many good games the market can support.

Douglas Goldstein thanks god none of his uncommon *Chronicles* were printed as poorly as some of his commons.



# Wire Into InQuest™



## with America Online®

**WIZARD WORLD** is *INQUEST*'s new America Online area. Designed with gamers in mind, this area has tons of great stuff, including contests, price guides, forums, and chat areas. There's even a place to trade *MAGIC: THE GATHERING* cards. Want to check it out? Sign on to America Online and use the keyword "**WIZARD.**" Or call **800-754-4400** for network access.



### About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it. A value listed for a card in a price guide does not definitively state what a card is "worth."

### How to use the InQuest Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

All cards have their color designations to the left of the card name.



Circle of Protection: Artifact	7.00	10.00
Citadel Druid	3.50	5.00
Clay Statue	.75	1.50
Clockwork Avian	8.00	12.00
Claws of Sardia	10.00	15.00
	4.00	6.00
Dark Heart of the Wood	.35	.75
Dark Sphere	3.50	5.00
Deep Water	.35	.75
Diabolic Machine	2.25	3.00
Drowned	.35	.75
Dust to Dust	.35	.75
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	.35	.75
Eternal Flame	4.00	6.00
Exorcist	6.00	10.00
Fallen, The	3.25	4.00
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	.35	.75
Fire and Brimstone	2.25	3.00
Fire Drake	2.25	3.00
Scarw		
Scarw		
Scarw		
Scarw		
Scarw		
Season		
Sisters		
Skull		
Sorcer		
Spit		
Squid		
Stand		
Stone		
Sunk		
Tam		
The		
Tr		

### How to use the InQuest CCG Price Guide

In this example, **Doomtrooper** is the name of the game, **Heartbreaker** is the name of the manufacturer, and **Inquisition** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

#### DOOMTROOPER

##### HEARTBREAKER-1995

Full Set (337 cards)	\$275.00	350.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	80.00	90.00

Alakhi The Cunning	7.00	10.00
Cardinal Dominic	7.00	10.00
Crenshaw The Mortificator	7.00	10.00
Nimrod Autocannon	5.00	8.00
Personal Anti-Personnel Mines	7.00	10.00

#### INQUISITION EXPANSION

##### HEARTBREAKER-1995

Full Set (170)	2.50
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B.A.I.F.	1.25	2.00
Bank Merger	1.50	2.50
Bank of England	1.50	2.50
Bavarian Illuminati	1.50	2.50
Bermuda Triangle	1.50	2.50
Big Sellout, The	1.50	2.50
Bigger Business	.75	1.50
Blitzkrieg	3.25	5.00
Bodyguard	1.50	2.50
Book of Kells	.75	1.50
Botched Contact	.75	1.50
Bribery	.75	1.50
C.I.A.	3.25	5.00
Canada	1.50	2.50
Cattle Mutilators	1.50	2.50
Celebrity Spokesman	1.50	2.50
Censorship	1.50	2.50
Center For Disease Control	1.50	2.50

### Price Guide Contributors

Adventures in Comics & Games in Carmichael, Calif.; Adventures & Hobbies in Rochester, N.Y.; All About Books & Comics V in Tempe, AZ; All Pro Sports in Newark, Del.; Augusta Comics & Cards in Carmichael, Calif.; B&R Baseball Cards in Suffern, N.Y.; Barry's Collectors Corner in Grand Forks, N.D.; Book & Music Exchange in Louisville, Ky.; Books, Comics & Things in Ft. Wayne, Ind.; Books Galore in Erie, Pa.; Broadway Comics in Yonkers, N.Y.; Card & Comic Arcade in New York, N.Y.; Card & Comic Empire in Huntzville, AL; Cards, Coins & Collectibles in Memphis, La.; Chimerica Comics & Cards in Ford Du Lar, Wis.; Collector's Choice in Athens, Tenn.; Collector's World in Anderson, Ind.; Comic City in San Diego, CA; The Comic Shop in Fairbanks, Ark.; Comic on Parade in Santa Barbara, Calif.; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, N.M.; Comics & More in Rocklin, CA; Comics Inc. in Fayetteville, N.C.; Comically Speaking in Maynard, Mass.; DR Comics & MR Games in Oakland, Calif.; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, N.H.; Dragon's Lair in Austin, Tex.; The Dragon's Lair in West Springfield, Mass.; Fantasy Works Comics in Aurora, Cal.; Fantasy Zone Comics in North Kingstown, R.I.; Front Row in Severna Park, MD; Gallop's Comics & Games in Statesboro, Ga.; Game-Mat in Santa Cruz, Cal.; Games, Crafts, Hobbies & Stuff in Overland Park, MO; Games Plus in Woodville, Wash.; Gridiron Comics and Games in Manchester, CT; Hansen's Hobbies in Wilmette, Ill.; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Home Field Inc. in Portland, OR; Leisure Hours Hobbies in Joliet, Ill.; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, Ind.; Major League in Lansing, Mich.; Mission Games in Mission, British Columbia, Can.; Nostalgia Ink in Jackson, MS; Oak Leaf Comics in Cedar Falls, IA; Odi's Comic Bookshelf in Lilburn, Ga.; and Stone Mountain, Ga.; Paul & Judy's in Arthur, Ill.; Saratoga Sci-Fi Shop in Saratoga Springs, N.Y.; Sean's Locker Room in Somerset, PA; Shinder's in Minneapolis, Minn.; Sidelines in Dalton, TN; Slam Dunk in Ocean Springs, MS; Source Comics & Games in St. Paul, Minn.; The Time Tunnel in Statesville, N.C.; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; Troll and Todd in Keosau, Kan.; WarGames & Fantasy in Metairie, La.; Who's on First in Westhaven, CT; Wizard World in Nanuet, N.Y.; The Zone in Louisville, Ky.

## CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked... One person's Mint is another's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

**Mint (MT):** Perfectumundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

**Near Mint (Nr MT):** Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

**Excellent-Mint (EX-MT):** This card is still a great looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

**Excellent (EX):** Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

**Very Good (VG):** A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

**Good (GD):** A card that's graded Good isn't really good. Think of it as an OK card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center, and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

**Fair:** Boy, if you thought Good cards were bad, you ain't seen nothing yet. Fair cards contain holes, tears, stains, water damage, and everything else under the sun. These cards, too, are not tournament legal and look like they went through the wash in your jeans. Fair cards sell for five to 15 percent of price guide listings. (Which would make a Fair Wall of Wood, like, negative six bucks.)

**Poor:** OK, let's get one thing straight: Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Poor cards sell for less than five percent of price guide listings (i.e., they suck).



# INQUEST®

## We want to know what you think

**Hey, got five minutes?** Good. Fill this out. Y'see, with your help, the *InQuest* price guide will continue to grow like a squirrel monkey on steroids, serving up the best darn price guide both sides of the Mississippi.

Oh, and feel free to photocopy this page so you don't destroy your issue.

### Questions, Comments & Concerns

We want to know what you think of our magazine. Tell us what you thought was good about this issue of *InQuest*, and what you thought was not so good. (Use extra paper if necessary.)

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### Price Changes

Are cards selling in your area for a lot more or a lot less than *InQuest* is listing them at? List any major discrepancies you feel exist in the *InQuest* price guide. (Use extra paper if necessary.)

Set	Card Name	What it sells for in your area

### Top Ten Hottest Cards

What are the hottest cards in the circle of gamers you play with? List them in order of hotness (hotness?), with the hottest card listed at the number one slot.

1. _____	6. _____
2. _____	7. _____
3. _____	8. _____
4. _____	9. _____
5. _____	10. _____

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_ Age: \_\_\_\_\_

E-mail address (if you got one): \_\_\_\_\_

**WHO  
ARE  
YOU?**

Mail to:  
**Dan Albaugh**  
*InQuest* Survey  
 P.O. Box 458  
 Waterford, PA 16441  
 e-mail: **or**  
 Wizrdprice@aol.com



# INQUEST

## price guide

### ALPHA LIMITED

WIZARDS OF THE COAST: 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	\$2,800.00	3,400.00
Starter Deck (60 cards)	200.00	250.00
Starter Box (10 decks)	2,000.00	2,500.00
Booster Pack (15 cards)	90.00	110.00
Booster Box (36 packs)	3,200.00	3,700.00

Air Elemental	2.50	3.50
Ancestral Recall	90.00	130.00
Animate Artifact	1.50	2.50
Animate Dead	1.50	2.50
Animate Wall	5.00	8.00
Ankh of Mishra	5.00	8.00
Armageddon	8.00	12.00
Aspect of Wolf	8.00	12.00
Bad Moon	8.00	12.00
Badlands	25.00	40.00
Balance	7.00	10.00
Basalt Monolith	3.25	4.00
Bayou	25.00	40.00
Benalish Hero	7.50	1.50
Berserk	35.00	55.00
Birds of Paradise	12.00	15.00
Black Knight	3.50	5.00
Black Lotus	250.00	350.00
Black Vise	3.25	4.00
Black Ward	7.50	1.50
Blaze of Glory	55.00	75.00
Blessing	8.00	10.00
Blue Elemental Blast	7.50	1.50
Blue Ward	7.50	1.50
Bog Wraith	2.50	3.50
Braincyst	18.00	25.00
Burrowing	1.50	2.50
Camouflage	15.00	20.00
Castle	3.50	5.00
Celestial Prism	1.50	2.50
Channel	1.50	2.50
Chaos Orb	100.00	125.00
Chaosclace	4.00	6.00
Circle of Protection: Blue	7.50	1.50
Circle of Protection: Green	7.50	1.50
Circle of Protection: Red	7.50	1.50
Circle of Protection: White	7.50	1.50
Clockwork Beast	7.00	10.00
Clone	12.00	18.00
Cockatrice	12.00	18.00
Consecrate Land	18.00	25.00
Conservator	7.50	1.50
Contract from Below	7.00	10.00
Control Magic	4.00	6.00
Conversion	3.50	5.00
Copper Tablet	12.00	18.00
Copy Artifact	10.00	15.00
Counterspell	3.50	5.00
Creature Bond	7.50	1.50
Crow Worm	7.50	1.50
Crusade	8.00	12.00
Crystal Rod	7.50	1.50
Cursed Land	7.50	1.50
Cyclopean Tomb	90.00	125.00
Dark Ritual	7.50	1.50
Darkpact	6.00	10.00
Death Ward	7.50	1.50
Deathgrip	1.50	2.50
Deathlace	4.00	6.00
Demonic Attorney	8.00	12.00
Demonic Hordes	20.00	30.00
Demonic Tutor	12.00	18.00
Dingus Egg	8.00	15.00
Disenchant	7.50	1.50
Disintegrate	7.50	1.50
Disrupting Scepter	6.00	10.00
Dragon Whelp	4.00	6.00
Drain Life	7.50	1.50
Drain Power	8.00	12.00
Drudge Skeletons	7.50	1.50
Dwarven Demolition Team	15.00	20.00
Dwarven Warriors	7.50	1.50
Earth Elemental	3.50	5.00
Earthbind	2.25	3.00
Earthquake	7.00	10.00

Elvish Archers	6.00	10.00
Evil Presence	1.50	2.50
False Orders	7.00	10.00
Farmstead	10.00	15.00
Fastbond	12.00	15.00
Fear	7.50	1.50
Feedback	7.50	1.50
Fire Elemental	2.50	3.50
Fireball	7.50	1.50
Firebreathing	7.50	1.50
Flashfires	1.50	2.50
Flight	7.50	1.50
Fog	7.50	1.50
Force of Nature	18.00	25.00
Forcefield	125.00	175.00
Forest	35	75
Fork	35.00	45.00



### TOP TEN HOTTEST CARDS

#### 10) The Elder Dragons

Cheaper lizards = more popular lizards. Yes, see them neat Elder Dragons used to only be available as part of the Legends expansion set, but thanks to *Chronicles*, these powerhouses are back with a much more friendly price tag.

Frozen Shade	7.50	1.50
Fungusaur	8.00	12.00
Gaea's Liege	15.00	20.00
Gauntlet of Might	120.00	175.00
Giant Growth	7.50	1.50
Giant Spider	7.50	1.50
Glasses of Urza	1.50	2.50
Gloom	1.50	2.50
Goblin Balloon Brigade	1.50	2.50
Goblin King	15.00	20.00
Granite Gargoyle	18.00	25.00
Gray Ogre	7.50	1.50
Green Ward	7.50	1.50
Guardian Angel	2.25	3.00
Grizzly Bears	7.50	1.50
Healing Salve	7.50	1.50
Helm of Chazkuk	6.00	10.00
Hill Giant	7.50	1.50
Hive, The	8.00	12.00
Holy Armor	7.50	1.50
Holy Strength	7.50	1.50
Howl from Beyond	7.50	1.50
Hawling Mine	10.00	15.00
Hurlion Minotaur	7.50	1.50
Hurricane	1.50	2.50
Hypnotic Specter	4.00	6.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	65.00
Illusionary Mask	70.00	90.00
Instill Energy	1.50	2.50
Invisibility	8.00	15.00
Iron Star	7.50	1.50
Ironclaw Orcs	1.25	2.00
Ironroot Treefolk	7.50	1.50
Island (Dark Blue Sky)	60	1.00
Island	35	75
Island Sanctuary	7.00	10.00
Ivory Cup	7.50	1.50

Jade Monolith	3.50	5.00
Jade Statue	18.00	25.00
Jayemdae Tome	6.00	10.00
Juggernaut	10.00	15.00
Jump	7.50	1.50
Karma	1.50	2.50
Keldon Warlord	4.00	6.00
Kormus Bell	5.00	8.00
Kudzu	10.00	15.00
Lance	3.25	4.00
Ley Druid	1.50	2.50
Library of Leng	1.50	2.50
Lich	70.00	100.00
Lifeforce	1.50	2.50
Lifelace	4.00	6.00
Lifetop	1.50	2.50
Lightning Bolt	7.50	1.50
Living Artifact	7.00	10.00
Living Lands	6.00	10.00
Living Wall	3.25	4.00
Llanowar Elves	7.50	1.50
Lord of Atlantis	12.00	18.00
Lord of the Pit	15.00	20.00
Lure	1.50	2.50
Magical Hack	10.00	15.00
Mahamohi Djinn	12.00	15.00
Mana Flare	8.00	12.00
Mana Short	6.00	10.00
Mana Vault	6.00	10.00
Manabarbs	6.00	10.00
Meekstone	7.00	10.00
Mesa Pegasus	7.50	1.50
Merfolk of the Pearl Trident	7.50	1.50
Mind Twist	8.00	12.00
Mons' Goblin Raiders	7.50	1.50
Mountain	35	75
Max Emerald	150.00	205.00
Max Jet	150.00	205.00
Max Pearl	150.00	205.00
Max Ruby	150.00	205.00
Max Sapphire	150.00	205.00
Natural Selection	50.00	60.00
Nether Shadow	7.00	10.00
Nettling Imp	7.00	10.00
Nevinyrral's Disk	7.00	10.00
Nightmare	20.00	30.00
Northern Paladin	15.00	20.00
Obsidian Golem	1.50	2.50
Orca's Artillery	2.50	3.50
Orca's Onslaught	10.00	20.00
Paralyze	7.50	1.50
Pearled Unicorn	7.50	1.50
Personal Incarnation	10.00	15.00
Pestilence	7.50	1.50
Phantasmal Forces	1.50	2.50
Phantasmal Terrain	7.50	1.50
Phantom Monster	1.50	2.50
Pirate Ship	6.00	10.00
Plague Rats	7.50	1.50
Plains	35	75
Plateau	25.00	40.00
Power Leak	7.50	1.50
Power Sink	7.50	1.50
Power Surge	7.00	10.00
Prodigal Sorcerer	7.50	1.50
Psionic Blast	18.00	25.00
Psychic Venom	7.50	1.50
Purelace	4.00	6.00
Raging River	55.00	75.00
Raise Dead	7.50	1.50
Red Elemental Blast	7.50	1.50
Red Ward	7.50	1.50
Regeneration	7.50	1.50
Regrowth	8.00	12.00
Resurrection	3.50	5.00
Reverse Damage	10.00	15.00
Righteousness	8.00	12.00
Roc of Kher Ridges	15.00	20.00
Rock Hydra	25.00	35.00
Rod of Ruin	1.50	2.50
Royal Assassin	25.00	35.00
Sacrifice	3.25	4.00
Samite Healer	7.50	1.50
Savannah	25.00	40.00
Savannah Lions	7.00	10.00
Scathe Zombies	7.50	1.50
Scavenging Ghoul	1.50	2.50
Scrubland	25.00	40.00
Scrib Sprites	7.50	1.50
Sea Serpent	7.50	1.50
Sedge Troll	15.00	20.00
Sengir Vampire	7.00	10.00
Serra Angel	8.00	15.00
Shanodin Dryads	7.50	1.50
Shatter	7.50	1.50
Shivan Dragon	25.00	35.00

Simulacrum	1.50	2.00
Sinkhole	10.00	15.00
Siren's Call	2.50	3.50
Sleight of Mind	7.00	10.00
Smoke	6.00	10.00
Sol Ring	10.00	15.00
Soul Net	1.50	2.50
Spell Blast	7.50	1.50
Stasis	6.00	10.00
Steel Artifact	1.50	2.50
Stone Giant	1.50	2.50
Stone Rain	7.50	1.50
Stream of Life	7.50	1.50
Sunglasses of Urza	8.00	12.00
Swamp	35	75
Swords to Plowshares	2.50	3.50
Taiga	25.00	40.00
Terror	7.50	1.50
Thicket Basilisk	4.00	6.00
Thoughtplace	4.00	6.00
Throne of Bone	7.50	1.50
Timber Wolves	6.00	10.00
Time Vault	60.00	80.00
Time Walk	170.00	225.00
Timewalker	90.00	120.00
Tranquility	7.50	1.50
Tropical Island	25.00	40.00
Tsunami	1.50	2.50
Tundra	25.00	40.00
Tunnel	7.50	1.50
Twiddle	4.00	6.00
Two-Headed Giant of Forays	70.00	80.00
Underground Sea	25.00	40.00
Unholy Strength	7.50	1.50
Unsummon	7.50	1.50
Utterden Troll	3.50	5.00
Verduran Enchantress	8.00	12.00
Vesuvan Doppelganger	35.00	50.00
Veteran Bodyguard	20.00	25.00
Volcanic Eruption	8.00	12.00
Wall of Air	1.50	2.50
Wall of Bone	1.50	2.50
Wall of Brambles	1.50	2.50
Wall of Fire	1.50	2.50
Wall of Ice	1.50	2.50
Wall of Stone	1.50	2.50
Wall of Swords	3.50	5.00
Wall of Water	7.50	1.50
Wall of Wood	7.50	1.50
Wanderlust	1.50	2.50
War Mammoth	7.50	1.50
Warp Artifact	6.00	10.00
Water Elemental	2.50	3.50
Weakness	7.50	1.50
Web	6.00	10.00
Wheel of Fortune	15.00	20.00
White Knight	3.50	5.00
White Ward	7.50	1.50
Wild Growth	7.50	1.50
Will-O'-The-Wisp	10.00	15.00
Winter Orb	6.00	10.00
Wooden Sphere	7.50	1.50
Word of Command	80.00	110.00
Wrath of God	8.00	12.00
Zombie Master	8.00	12.00

### BETA LIMITED

WIZARDS OF THE COAST: 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards)	\$2,100.00	2,600.00
Starter Deck (60 cards)	150.00	175.00
Starter Box (10 decks)	1,500.00	1,750.00
Booster Pack (15 cards)	65.00	85.00
Booster Box (36 packs)	2,300.00	2,800.00

Air Elemental	2.25	3.00
Ancestral Recall	80.00	110.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	3.50	5.00
Ankh of Mishra	4.00	6.00
Armageddon	6.00	10.00
Aspect of Wolf	7.00	10.00
Bad Moon	7.00	10.00
Badlands	20.00	35.00
Balance	5.00	8.00
Basalt Monolith	2.50	3.50
Bayou	20.00	35.00
Benalish Hero	7.50	1.50
Berserk	30.00	40.00
Birds of Paradise	10.00	15.00
Black Knight	3.25	4.00
Black Lotus	200.00	250.00
Black Vise	2.50	3.50



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price guide

Black Ward	75	1.50
Blaze of Glory	45.00	65.00
Blessing	7.00	10.00
Blue Elemental Blast	75	1.50
Blue Ward	75	1.50
Boag Waith	2.25	3.00
Braingeyser	15.00	20.00
Burrowing	1.25	2.00
Camouflage	12.00	18.00
Castle	3.25	4.00
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	95.00	100.00
Chaoslace	3.25	4.00
Circle of Protection: Black	75	1.50
Circle of Protection: Blue	75	1.50
Circle of Protection: Green	75	1.50
Circle of Protection: Red	75	1.50
Circle of Protection: White	75	1.50
Clone	10.00	15.00
Clockwork Beast	5.00	8.00
Cockatrice	10.00	15.00
Consecrate Land	8.00	12.00
Conservator	75	1.50
Contract from Below	6.00	10.00
Control Magic	3.25	4.00
Conversion	3.25	4.00
Copper Tablet	10.00	15.00
Copy Artifact	8.00	12.00
Counterspell	2.50	3.50
Crow Worm	75	1.50
Creature Bond	75	1.50
Crusade	7.00	10.00
Crystal Rod	75	1.50
Cursed Land	75	1.50
Cyclopean Tomb	70.00	110.00
Dark Ritual	75	1.50
Darkpact	5.00	8.00
Death Ward	75	1.50
Deathgrip	1.25	2.00
Deathlace	3.25	4.00
Demonic Attorney	7.00	10.00
Demonic Hordes	18.00	25.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	12.00
Disenchant	75	1.50
Disintegrate	75	1.50
Disrupting Scepter	5.00	8.00
Dragon Whelp	3.25	4.00
Drain Life	75	1.50
Drain Power	6.00	10.00
Drudge Skeletons	75	1.50
Dwarven Demolition Team	12.00	18.00
Dwarven Warriors	75	1.50
Earth Elemental	3.25	4.00
Earthbind	1.50	2.50
Earthquake	5.00	8.00
Elvish Archers	4.00	6.00
Evil Presence	1.25	2.00
False Orders	5.00	8.00
Farmstead	8.00	12.00
Fastbond	10.00	15.00
Fear	75	1.50
Feedback	75	1.50
Fire Elemental	2.25	3.00
Fireball	75	1.50
Firebreathing	75	1.50
Flashfires	1.25	2.00
Flight	75	1.50
Fog	75	1.50
Force of Nature	15.00	20.00
Forcefield	90.00	150.00
Forest	20	40
Fork	30.00	40.00
Frozen Shade	75	1.50
Fungusaur	5.00	8.00
Gaea's Liege	12.00	18.00
Gauntlet of Might	90.00	135.00
Giant Growth	75	1.50
Giant Spider	75	1.50
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	12.00	18.00
Gronite Gargoyles	15.00	20.00

Gray Ogre	75	1.50
Green Ward	75	1.50
Gritzy Bears	75	1.50
Guardian Angel	1.50	2.50
Healing Salve	75	1.50
Helm of Chutzuk	5.00	8.00
Hill Giant	75	1.50
Hive, The	7.00	10.00
Holy Armor	75	1.50
Holy Strength	75	1.50
Howl from Beyond	75	1.50
Howling Mine	8.00	10.00
Hurlcoat Minotaur	75	1.50
Hurricane	1.25	2.00
Hypnotic Specter	3.25	4.00
Ice Storm	15.00	20.00
Icy Manipulator	25.00	45.00
Illusionary Mask	50.00	75.00
Instill Energy	1.25	2.00
Invisibility	8.00	12.00
Iron Star	75	1.50
Ironclaw Orcs	75	1.50
Ironroot Treefolk	75	1.50
Island (Dark Blue Sky)	30	60
Island	20	40
Island Sanctuary	6.00	10.00
Ivory Cup	75	1.50
Jade Monolith	3.25	4.00
Jade Statue	15.00	20.00
Jayemdae Tome	5.00	8.00
Juggernaut	8.00	12.00
Jump	75	1.50
Karma	1.50	2.50
Keldon Warlord	3.25	4.00
Kormus Bell	4.00	6.00
Kudzu	8.00	12.00
Lance	2.25	3.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	60.00	80.00
Lifelore	1.25	2.00
Lifelace	3.25	4.00
Lifetop	1.25	2.00
Lightning Bolt	75	1.50
Living Artifact	6.00	10.00
Living Lands	4.00	6.00
Living Wall	2.50	3.50
Llanowar Elves	75	1.50
Lord of Atlantis	10.00	15.00
Lord of the Pit	12.00	18.00
Lure	1.25	2.00
Magical Hack	8.00	12.00
Mahamoti Djinn	10.00	15.00
Manabars	4.00	6.00
Mana Flare	7.00	10.00
Mana Short	4.00	6.00
Mana Vault	4.00	6.00
Meekstone	5.00	8.00
Merfolk of the Pearl Trident	75	1.50
Mesa Pegasus	75	1.50
Mind Twist	6.00	10.00
Monk's Goblin Raiders	75	1.50
Mountain	20	40
Max Emerald	125.00	175.00
Max Jet	125.00	175.00
Max Pearl	125.00	175.00
Max Ruby	125.00	175.00
Max Sapphire	125.00	175.00
Natural Selection	40.00	50.00
Nether Shadow	6.00	10.00
Nettling Imp	5.00	8.00
Nevinyral's Disk	5.00	8.00
Nightmare	18.00	25.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.25	2.00
Orchid Artillery	75	1.50
Orchid Onflame	3.25	4.00
Paralyze	75	1.50
Pearled Unicorn	75	1.50
Personal Incarnation	8.00	12.00
Pestilence	75	1.50
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	75	1.50
Phantom Monster	1.25	2.00
Pirate Ship	4.00	6.00
Plague Rats	75	1.50
Plains	20	40
Plateau	20.00	35.00
Power Leak	75	1.50
Power Sink	75	1.50
Power Surge	6.00	10.00
Prodigal Sorcerer	75	1.50
Psionic Blast	15.00	20.00
Psychic Venom	75	1.50
Purelace	3.25	4.00
Raging River	45.00	60.00

Raise Dead	75	1.50
Red Elemental Blast	75	1.50
Red Ward	75	1.50
Regeneration	75	1.50
Regrowth	6.00	10.00
Resurrection	3.25	4.00
Reverse Damage	8.00	12.00
Righteousness	7.00	10.00
Roc of Kher Ridges	12.00	18.00
Rock Hydra	20.00	30.00
Rod of Ruin	1.25	2.00
Royal Assassin	20.00	30.00
Sacrifice	2.50	3.50
Samite Healer	75	1.50
Savannah	20.00	35.00
Savannah Lions	5.00	8.00
Scathe Zombies	75	1.50
Scavenging Ghoul	1.25	2.00
Scrubland	20.00	35.00
Scryb Sprites	75	1.50
Sea Serpent	75	1.50
Sedge Troll	12.00	15.00
Sengir Vampire	5.00	8.00
Serra Angel	8.00	12.00
Shanodin Dryads	75	1.50
Shatter	75	1.50

Veteran Bodyguard	15.00	20.00
Volcanic Eruption	6.00	10.00
Volcanic Island	20.00	35.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	3.25	4.00
Wall of Water	75	1.50
Wall of Wood	75	1.50
Wanderlust	1.25	2.00
War Mammoth	75	1.50
Warp Artifact	5.00	8.00
Water Elemental	2.25	3.00
Weakness	75	1.50
Web	5.00	8.00
Wheel of Fortune	12.00	18.00
White Knight	3.25	4.00
White Ward	75	1.50
Wild Growth	75	1.50
Will-O'-The-Wisp	8.00	12.00
Winter Orb	5.00	8.00
Wooden Sphere	75	1.50
Word of Command	65.00	90.00
Wrath of God	7.00	10.00
Zombie Master	6.00	10.00

## UNLIMITED EDITION

WIZARDS OF THE COAST 1994

Cards are white-bordered, but otherwise identical to Beta cards.

Full Set (302 cards)	\$1,400.00	1,800.00
Starter Deck (60 cards)	125.00	150.00
Starter Box (10 decks)	1,200.00	1,500.00
Booster Pack (15 cards)	45.00	60.00
Booster Box (36 packs)	1,600.00	2,000.00



## TOP TEN HOTTEST CARDS

### 9) Recall

P.O.ed that they discontinued Regrowth? Fret no more. Recall, another reprinted *Chronicles* goodie, is like Regrowth on a caffeine high. It can bring multiple cards from your graveyard back to your hand, making it kinda useful.

Shivan Dragon	20.00	30.00
Simulacrum	1.25	2.00
Sinkhole	7.00	12.00
Siren's Call	2.25	3.00
Sleight of Mind	5.00	8.00
Smoke	4.00	6.00
Sol Ring	8.00	10.00
Soul Net	1.25	2.00
Spell Blast	75	1.50
Stasis	5.00	8.00
Steel Artifact	1.25	2.00
Stone Giant	1.25	2.00
Stone Rain	75	1.50
Stream of Life	75	1.50
Sunglasses of Urza	5.00	8.00
Swamp	20	40
Swords to Plowshares	2.25	3.00
Taiga	20.00	35.00
Terror	75	1.50
Thicket Basilisk	3.25	4.00
Thornlouse	3.25	4.00
Throne of Bone	75	1.50
Timber Wolves	5.00	8.00
Time Vault	55.00	65.00
Time Walk	125.00	175.00
Timetwister	80.00	110.00
Tranquility	75	1.50
Tropical Island	75	1.50
Tsunami	20.00	35.00
Tundra	1.25	2.00
Tunnel	20.00	35.00
Twiddle	75	1.50
Two-Headed Giant of Foriys	3.50	5.00
Underground Sea	50.00	60.00
Unholy Strength	20.00	35.00
Unsummon	75	1.50
Uttheden Troll	75	1.50
Verduran Enchantress	3.25	4.00
Vesuvan Doppelganger	6.00	10.00
	25.00	40.00

Air Elemental	1.50	2.50
Ancestral Recall	45.00	70.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	3.25	4.00
Ankh of Mishra	3.50	5.00
Armageddon	5.00	8.00
Aspect of Wolf	5.00	8.00
Bad Moon	5.00	8.00
Badlands	18.00	30.00
Balance	4.00	6.00
Basalt Monolith	2.25	3.00
Bayou	18.00	30.00
Benalish Hero	1.25	2.00
Berserk	20.00	35.00
Birds of Paradise	8.00	12.00
Black Knight	2.50	3.50
Black Lotus	175.00	225.00
Black Vise	2.25	3.00
Black Ward	1.25	2.00
Blaze of Glory	30.00	50.00
Blessing	4.00	6.00
Blue Elemental Blast	1.25	2.00
Blue Ward	1.25	2.00
Boag Waith	1.50	2.50
Braingeyser	12.00	18.00
Burrowing	1.25	2.00
Camouflage	10.00	15.00
Castle	2.50	3.50
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	50.00	70.00
Chaoslace	2.50	3.50
Circle of Protection: Black	1.25	2.00
Circle of Protection: Blue	1.25	2.00
Circle of Protection: Green	1.25	2.00
Circle of Protection: Red	1.25	2.00
Circle of Protection: White	1.25	2.00
Clockwork Beast	4.00	6.00
Clone	8.00	12.00
Cockatrice	8.00	12.00
Consecrate Land	10.00	15.00
Conservator	1.25	2.00
Contract from Below	5.00	8.00
Control Magic	2.50	3.50
Conversion	2.50	3.50
Copper Tablet	7.00	10.00
Copy Artifact	6.00	10.00
Counterspell	1.50	2.50
Crow Worm	1.25	2.00
Creature Bond	1.25	2.00
Crusade	5.00	8.00
Crystal Rod	1.25	2.00
Cursed Land	1.25	2.00
Cyclopean Tomb	40.00	70.00
Dark Ritual	1.25	2.00



Darkpact	4.00	6.00
Death Ward	1.25	2.00
Deathgrip	1.25	2.00
Deathlace	2.50	3.50
Demonic Attorney	5.00	8.00
Demonic Hordes	15.00	20.00
Demonic Tutor	8.00	12.00
Dingus Egg	6.00	10.00
Disenchant	1.25	2.00
Disintegrate	1.25	2.00
Disrupting Scepter	4.00	6.00
Dragon Whelp	2.50	3.50
Drain Life	1.25	2.00
Drain Power	5.00	8.00
Drudge Skeletons	1.25	2.00
Dwarven Demolition Team	10.00	15.00
Dwarven Warriors	1.25	2.00
Earth Elemental	2.25	3.00
Earthbind	1.25	2.00
Earthquake	4.00	6.00
Elvish Archers	3.50	5.00
Evil Presence	1.25	2.00
False Orders	3.50	5.00
Farmstead	6.00	10.00
Fastbond	8.00	12.00
Fear	1.25	2.00
Feedback	1.25	2.00
Fire Elemental	1.25	2.00
Fireball	1.25	2.00
Firebreathing	1.25	2.00
Flashfires	1.25	2.00
Flight	1.25	2.00
Fog	1.25	2.00
Force of Nature	10.00	15.00
Forcefield	60.00	90.00
Forest	10	25
Fork	20.00	30.00
Frozen Shade	1.25	2.00
Fungusaur	5.00	8.00
Geod's Liege	10.00	15.00
Gauntlet of Might	60.00	90.00
Giant Growth	1.25	2.00
Giant Spider	1.25	2.00
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	10.00	15.00
Granite Gargoyle	10.00	15.00
Gray Ogre	1.25	2.00
Green Ward	1.25	2.00
Grizzly Bears	1.25	2.00
Guardian Angel	1.25	2.00
Healing Salve	1.25	2.00
Helm of Chatzuk	4.00	6.00
Hill Giant	1.25	2.00
Hive, The	5.00	8.00
Holy Armor	1.25	2.00
Holy Strength	1.25	2.00
Howl from Beyond	1.25	2.00
Howling Mine	7.00	10.00
Hurler Minotaur	1.25	2.00
Hurricane	1.25	2.00
Hypnotic Specter	2.50	3.50
Ice Storm	10.00	15.00
Icy Manipulator	15.00	25.00
Illusionary Mask	30.00	45.00
Instill Energy	1.25	2.00
Invisibility	5.00	8.00
Iron Star	1.25	2.00
Ironclaw Orcs	35	75
Ironroot Treefolk	1.25	2.00
Island (Dark Blue Sky)	15	30
Island	10	25
Island Sanctuary	5.00	8.00
Ivory Cup	1.25	2.00
Jade Monolith	2.50	3.50
Jade Statue	10.00	15.00
Joyemdae Tome	4.00	6.00
Juggernaut	6.00	10.00
Jump	1.25	2.00
Karma	1.25	2.00
Keldon Warlord	2.50	3.50
Kormus Bell	3.50	5.00
Kudzu	6.00	10.00
Lance	1.25	2.00
Ley Druid	1.25	2.00
Library of Leng	40.00	60.00
Lich	1.25	2.00
Lifelace	1.25	2.00
Lifelace	2.50	3.50
Lifetap	1.25	2.00
Lightning Bolt	1.25	2.00
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.25	3.00
Ulanowar Elves	1.25	2.00
Lord of Atlantis	8.00	12.00
Lord of the Pit	10.00	15.00
Lure	1.25	2.00
Magical Hack	7.00	10.00
Mahamati Djinn	7.00	10.00
Mana Flare	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manabarbs	3.50	5.00
Meekstone	4.00	6.00
Merfolk of the Pearl Trident	1.25	2.00
Mesa Pegasus	1.25	2.00
Mind Twist	4.00	6.00
Mons' Goblin Raiders	1.25	2.00
Mountain	10	25
Max Emerald	100.00	125.00
Max Jet	100.00	125.00
Max Pearl	100.00	125.00
Max Ruby	100.00	125.00
Max Sapphire	100.00	125.00
Natural Selection	30.00	40.00
Nether Shadow	4.00	6.00
Nettling Imp	4.00	6.00
Nevinyrral's Disk	4.00	6.00
Nightmare	12.00	18.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.25	2.00
Orchid Artillery	75	150
Orchid Oniflame	2.50	3.50
Paralyze	1.25	2.00
Pearled Unicorn	1.25	2.00
Personal Incarnation	6.00	10.00
Pestilence	1.25	2.00
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	1.25	2.00
Phantom Monster	1.50	2.50
Pirate Ship	2.50	3.50
Plague Rats	1.25	2.00
Plains	10	25
Plateau	18.00	30.00
Power Leak	1.25	2.00
Power Sink	1.25	2.00
Power Surge	5.00	8.00
Prodigal Sorcerer	1.25	2.00
Psionic Blast	12.00	15.00
Psychic Venom	1.25	2.00
Purelace	2.50	3.50
Raging River	30.00	45.00
Raise Dead	1.25	2.00
Red Elemental Blast	1.25	2.00
Red Ward	1.25	2.00
Regeneration	1.25	2.00
Regrowth	5.00	8.00
Resurrection	2.50	3.50
Reverse Damage	6.00	10.00
Righteousness	5.00	8.00
Rox of Kher Ridges	10.00	15.00
Rock Hydra	18.00	25.00
Rod of Ruin	1.25	2.00
Royal Assassin	18.00	25.00
Sacrifice	2.25	3.00
Samite Healer	1.25	2.00
Savannah	18.00	30.00
Savannah Lions	4.00	6.00
Savannah	1.25	2.00
Scathe Zombies	1.50	2.50
Scavenging Ghoul	1.50	2.50
Scrubland	18.00	30.00
Scrib Sprites	1.25	2.00
Sea Serpent	1.25	2.00
Sedge Troll	10.00	15.00
Sengir Vampire	4.00	6.00
Serra Angel	7.00	10.00
Shanodin Dryads	1.25	2.00
Shatter	1.25	2.00
Shivan Dragon	18.00	25.00
Simulacrum	1.25	2.00
Sinkhole	6.00	10.00
Siren's Call	1.25	2.00
Sleight of Mind	4.00	6.00
Smoke	3.50	5.00
Sol Ring	7.00	10.00
Soul Net	1.25	2.00
Spell Blast	1.25	2.00
Stosis	4.00	6.00
Steal Artifact	1.50	2.50
Stone Giant	1.25	2.00
Stone Rain	1.25	2.00
Stream of Life	1.25	2.00
Sunglasses of Urza	4.00	6.00
Swamp	10	25
Swords to Plowshares	1.25	2.00
Taiga	18.00	30.00
Terror	1.25	2.00
Thicket Basilisk	2.50	3.50
Thoughtlace	2.50	3.50
Throne of Bone	1.25	2.00

Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	90.00	125.00
Timewalker	45.00	70.00
Tranquility	1.25	2.00
Tropical Island	18.00	30.00
Tsunami	1.25	2.00
Tundra	18.00	30.00
Tunnel	1.25	2.00
Twiddle	2.25	3.00
Two-Headed Giant of Foriys	35.00	45.00
Underground Sea	18.00	30.00
Unholy Strength	1.25	2.00
Unsummon	1.25	2.00
Utthend Troll	2.25	3.00
Verduran Enchantress	5.00	8.00
Vesuvan Doppelganger	20.00	35.00
Veteran Bodyguard	12.00	18.00
Volcanic Eruption	5.00	8.00
Volcanic Island	18.00	30.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	2.25	3.00
Wall of Water	1.25	2.00
Wall of Wood	1.25	2.00
Wanderlust	1.25	2.00
War Mammoth	1.25	2.00
Warp Artifact	4.00	6.00
Water Elemental	1.25	2.00
Weakness	1.25	2.00
Web	4.00	6.00
Wheel of Fortune	10.00	15.00
White Knight	2.50	3.50
White Ward	1.25	2.00
Wild Growth	1.25	2.00
Will-O'-The-Wisp	7.00	10.00
Winter Orb	4.00	6.00
Wooden Sphere	1.25	2.00
Ward of Command	40.00	60.00
Wrath of God	6.00	10.00
Zombie Master	5.00	8.00

## REVISED EDITION

### WIZARDS OF THE COAST 1994

Cards are white-bordered and are nearly identical to the Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	\$300.00	500.00
Starter Deck (60 cards)	10.00	15.00
Starter Box (10 decks)	100.00	150.00
Booster Pack (15 cards)	3.25	5.00
Booster Box (36 packs)	110.00	175.00

Air Elemental	1.25	2.00
Aladdin's Lamp	3.25	4.00
Aladdin's Ring	3.50	5.00
Animate Artifact	75	150
Animate Dead	75	150
Animate Wall	2.50	3.50
Ankh of Mishra	2.50	3.50
Armageddon	4.00	6.00
Armageddon Clock	2.50	3.50
Aspect of Wolf	4.00	6.00
Atog	1.00	1.75
Bad Moon	4.00	6.00
Badlands	12.00	20.00
Balance	3.50	5.00
Basalt Monolith	1.50	2.50
Bayou	10.00	18.00
Benalish Hero	35	75
Birds of Paradise	6.00	10.00
Black Knight	1.50	2.50
Black Vise	1.25	2.00
Black Ward	35	75
Blessing	3.50	5.00
Blue Elemental Blast	35	75
Blue Ward	35	75
Bog Wraith	1.25	2.00
Bottle of Suleiman	3.25	4.00
Brainrigger	10.00	12.00
Brass Man	75	150
Burrowing	75	150
Castle	1.50	2.50
Celestial Prism	75	150
Channel	75	150
Chaoslace	35	75
Circle of Protection: Black	35	75
Circle of Protection: Blue	35	75
Circle of Protection: Green	35	75
Circle of Protection: Red	35	75
Circle of Protection: White	35	75

Clockwork Beast	3.25	4.00
Clone	6.00	10.00
Cockatrice	6.00	10.00
Conservator	35	75
Contract from Below	3.50	5.00
Control Magic	2.25	3.00
Conversion	1.50	2.50
Copy Artifact	5.00	8.00
Counterspell	1.25	2.00
Creature Bond	35	75
Crusade	4.00	6.00
Cursed Land	35	75
Crow Wurm	35	75
Crumble	35	75
Crystal Rod	35	75
Dancing Scimitar	3.25	4.00
Dark Ritual	35	75
Darkpact	3.50	5.00
Death Ward	35	75
Deathgrip	75	150
Deathlace	2.25	3.00
Demonic Attorney	4.00	6.00
Demonic Hordes	12.00	15.00
Demonic Tutor	7.00	10.00
Desert Twister	1.50	2.50
Dingus Egg	4.00	6.00
Disenchant	35	75
Disintegrate	35	75
Disrupting Scepter	3.25	4.00
Dragon Engine	1.25	2.00
Dragon Whelp	2.25	3.00
Drain Life	35	75
Drain Power	4.00	6.00
Drudge Skeletons	35	75
Dwarven Warriors	35	75
Dwarven Weaponsmith	1.50	2.50
Earth Elemental	1.50	2.50
Earthbind	75	150
Earthquake	3.50	5.00
Ebony Horse	2.50	3.50
El-Hajjaj	3.50	5.00



## TOP TEN HOTTEST CARDS

### 8) Mana Drain

Nothing's better than countering your opponent's last-ditch effort to stay alive. Wait, actually, there is... getting the mana used for her spell, too. Mana Drain, the counter that's annoying incarnate.

Elvish Archers	3.25	4.00
Energy Flux	75	150
Erg Raiders	35	75
Evil Presence	75	150
Eye for an Eye	3.50	5.00
Farmstead	5.00	8.00
Fastbond	6.00	10.00
Fear	35	75
Feedback	35	75
Fire Elemental	1.25	2.00
Fireball	35	75
Firebreathing	35	75
Flashfires	75	150
Flight	35	75
Flying Carpet	3.50	5.00
Fog	35	75
Force of Nature	8.00	12.00
Forest	05	10
Fork	15.00	25.00
Frozen Shade	35	75
Fungusaur	4.00	6.00
Geod's Liege	8.00	12.00
Giant Growth	35	75
Giant Spider	35	75





## price guide

■ Glasses of Urza	75	1.50
■ Gloom	75	1.50
■ Goblin Balloon Brigade	75	1.50
■ Goblin King	7.00	10.00
■ Granite Gargoyle	6.00	10.00
■ Gray Ogre	35	75
■ Green Ward	35	75
■ Grizzly Bears	35	75
■ Guardian Angel	75	1.50
■ Healing Salve	35	75
■ Helm of Chatzuk	3.25	4.00
■ Hill Giant	35	75
■ Hive, The	4.00	6.00
■ Holy Armor	35	75
■ Holy Strength	35	75
■ Howl from Beyond	35	75
■ Howling Mine	5.00	8.00
■ Hurkyl's Recall	3.50	5.00
■ Hurlion Minotaur	35	75
■ Hurricane	75	1.50
■ Hypnotic Specter	2.25	3.00
■ Instill Energy	75	1.50
■ Iron Star	35	75
■ Ironroot Treefolk	35	75
■ Island	.05	10
■ Island Fish Jascorius	3.50	5.00
■ Island Sanctuary	3.50	5.00
■ Ivory Cup	35	75
■ Ivory Tower	4.00	6.00
■ Jade Monolith	1.50	2.50
■ Jandor's Ring	5.00	8.00
■ Jandor's Saddlebags	2.50	3.50
■ Jayemdae Tome	3.25	4.00
■ Juggernaut	5.00	8.00
■ Jump	35	75
■ Karma	75	1.50
■ Keldon Warlord	1.50	2.50
■ Kird Ape	75	1.50
■ Kormus Bell	2.50	3.50
■ Kudzu	4.00	6.00
■ Lance	1.25	2.00
■ Ley Druid	75	1.50
■ Library of Leng	75	1.50
■ Life Force	75	1.50
■ Lifeforce	2.25	3.00
■ Lifetop	75	1.50
■ Lightning Bolt	35	75
■ Living Artifact	3.50	5.00
■ Living Lands	3.25	4.00
■ Living Wall	1.50	2.50
■ Llanowar Elves	35	75
■ Lord of Atlantis	5.00	8.00
■ Lord of the Pit	8.00	12.00
■ Lure	75	1.50
■ Magical Hack	5.00	8.00
■ Magnetic Mountain	2.50	3.50
■ Mahamoti Djinn	5.00	8.00
■ Mana Flare	4.00	6.00
■ Mana Short	3.50	5.00
■ Mana Vault	3.25	4.00
■ Manabars	3.25	4.00
■ Meekstone	3.50	5.00
■ Merfolk of the Pearl Trident	35	75
■ Mesa Pegasus	35	75
■ Mijae Djinn	4.00	6.00
■ Millstone	2.50	3.50
■ Mind Twist	3.50	5.00
■ Mishra's War Machine	3.25	4.00
■ Mons's Goblin Raiders	35	75
■ Mountain	.05	10
■ Nether Shadow	3.50	5.00
■ Nettling Imp	3.25	4.00
■ Nevinyrral's Disk	4.00	6.00
■ Nightmare	10.00	15.00
■ Northern Paladin	8.00	12.00
■ Obsidian Golem	75	1.50
■ Onulet	1.50	2.50
■ Orich's Artillery	75	1.50
■ Orich's Onflammie	2.25	3.00
■ Ornithopter	75	1.50
■ Paralyze	35	75
■ Pearled Unicorn	35	75
■ Personal Incarnation	5.00	8.00
■ Pestilence	35	75
■ Phantasmal Forces	75	1.50

■ Phantasmal Terrain	35	75
■ Phantom Monster	75	1.50
■ Pirate Ship	2.25	3.00
■ Plague Rats	35	75
■ Plains	.05	10
■ Plateau	10.00	18.00
■ Power Leak	35	75
■ Power Sink	35	75
■ Power Surge	3.50	5.00
■ Primal Clay	2.50	3.50
■ Prigdal Sorcerer	35	75
■ Psychic Venom	35	75
■ Purlace	2.25	3.00
■ Rack, The	1.25	2.00
■ Raise Dead	35	75
■ Reconstruction	75	1.50
■ Red Elemental Blast	35	75
■ Red Ward	35	75
■ Regeneration	35	75
■ Regrowth	3.50	5.00
■ Resurrection	2.25	3.00
■ Reverse Damage	5.00	8.00
■ Reverse Polarity	75	1.50
■ Righteousness	4.00	6.00
■ Roc of Kher Ridges	8.00	12.00
■ Rock Hydra	12.00	18.00
■ Rocket Launcher	4.00	6.00
■ Rod of Ruin	75	1.50
■ Royal Assassin	12.00	18.00
■ Sacrifice	1.50	2.50
■ Samite Healer	35	75
■ Savannah	12.00	20.00



## TOP TEN HOTTEST CARDS

## 7) Royal Assassin

Your game just come screaming to a halt? Someone probably just cast the Assassin. (Either that or they figured out the Time Vault/Elder Druid combo.) Capable of toasting any tapped critter, he's a Magic M.V.P.

■ Savannah Lions	3.50	5.00
■ Scathe Zombies	35	75
■ Scavenging Ghoul	75	1.50
■ Scrubland	12.00	20.00
■ Scryb Sprites	35	75
■ Sea Serpent	35	75
■ Sedge Troll	8.00	12.00
■ Sengir Vampire	3.50	5.00
■ Serendib Efreet	10.00	15.00
■ Serra Angel	5.00	8.00
■ Shandor Dryads	35	75
■ Shatter	35	75
■ Shatterstorm	4.00	6.00
■ Shivan Dragon	12.00	18.00
■ Simulacrum	75	1.50
■ Siren's Call	1.25	2.00
■ Sleight of Mind	3.50	5.00
■ Smoke	3.25	4.00
■ Sol Ring	5.00	8.00
■ Sorcerer Queen	5.00	8.00
■ Soul Net	75	1.50
■ Spell Blast	35	75
■ Stasis	3.25	4.00
■ Steal Artifact	75	1.50
■ Stone Giant	75	1.50
■ Stone Rain	35	75
■ Stream of Life	35	75
■ Sunlasses of Urza	3.25	4.00
■ Swamp	.05	10
■ Swords to Plowshares	1.25	2.00
■ Taiga	10.00	18.00
■ Terror	35	75
■ Thicket Basilisk	2.25	3.00

■ Thoughtlace	2.25	3.00
■ Throne of Bone	35	75
■ Timber Wolves	3.25	4.00
■ Titania's Song	2.50	3.50
■ Tranquility	35	75
■ Tropical Island	10.00	18.00
■ Tsunami	75	1.50
■ Tundra	10.00	18.00
■ Tunnel	35	75
■ Underground Sea	10.00	18.00
■ Unholy Strength	35	75
■ Unstable Mutation	35	75
■ Unsummon	35	75
■ Uthden Troll	1.50	2.50
■ Verduran Enchantress	4.00	6.00
■ Vesuvius Doppelganger	12.00	20.00
■ Veteran Bodyguard	8.00	12.00
■ Volcanic Eruption	4.00	6.00
■ Volcanic Island	10.00	18.00
■ Wall of Air	75	1.50
■ Wall of Bone	75	1.50
■ Wall of Brambles	75	1.50
■ Wall of Fire	75	1.50
■ Wall of Ice	75	1.50
■ Wall of Stone	75	1.50
■ Wall of Swords	1.50	2.50
■ Wall of Water	35	75
■ Wall of Wood	35	75
■ Wanderlust	75	1.50
■ War Mammoth	35	75
■ Warp Artifact	3.25	4.00
■ Water Elemental	1.25	2.00
■ Weakness	35	75
■ Web	3.25	4.00
■ Wheel of Fortune	8.00	12.00
■ White Knight	1.50	2.50
■ White Ward	35	75
■ Wild Growth	35	75
■ Will-O'-The-Wisp	5.00	8.00
■ Winter Orb	3.25	4.00
■ Wooden Sphere	35	75
■ Wrath of God	4.00	6.00
■ Zombie Master	4.00	6.00

## FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

■ Abomination	2.25	3.00
■ Air Elemental	75	1.50
■ Alabaster Potion	35	75
■ Aladdin's Lamp	2.50	3.50
■ Aladdin's Ring	3.25	4.00
■ Ali Baba	3.25	4.00
■ Amrou Kithkin	15	35
■ Amulet of Kroog	15	35
■ Angry Mob	1.50	2.50
■ Animate Artifact	35	75
■ Animate Dead	35	75
■ Animate Wall	2.25	3.00
■ Ankh of Mishra	2.25	3.00
■ Apprentice Wizard	35	75
■ Armageddon	3.50	5.00
■ Armageddon Clock	2.50	3.50
■ Ashes to Ashes	35	75
■ Ashnod's Battle Gear	1.50	2.50
■ Aspect of Wolf	3.50	5.00
■ Backfire	1.50	2.50
■ Bad Moon	3.50	5.00
■ Balance	3.25	4.00
■ Ball Lightning	5.00	8.00
■ Battering Ram	15	35
■ Benalish Hero	35	75
■ Bird Maiden	60	1.00
■ Birds of Paradise	5.00	8.00
■ Black Knight	1.25	2.00
■ Black Mana Battery	3.50	5.00
■ Black Vise	75	1.50
■ Black Ward	35	75
■ Blessing	2.50	3.50
■ Blight	1.50	2.50
■ Blood Lust	60	1.00
■ Blue Elemental Blast	35	75
■ Blue Mana Battery	3.50	5.00
■ Blue Ward	35	75
■ Bog Imp	35	75
■ Bog Wraith	75	1.50
■ Bottle of Suleiman	2.50	3.50
■ Brainwash	15	35

■ Brass Man	60	1.00
■ Bronze Tablet	2.50	3.50
■ Brothers of Fire	60	1.00
■ Brute, The	35	75
■ Burrowing	75	1.50
■ Carnivorous Plant	15	35
■ Carrion Ants	5.00	8.00
■ Castle	1.25	2.00
■ Cave People	1.25	2.00
■ Celestial Prism	60	1.00
■ Channel	35	75
■ Chaoslace	1.50	2.50
■ Circle of Protection: Artifact	3.50	5.00
■ Circle of Protection: Black	35	75
■ Circle of Protection: Blue	35	75
■ Circle of Protection: Green	35	75
■ Circle of Protection: Red	35	75
■ Circle of Protection: White	35	75
■ Clay Statue	35	75
■ Clockwork Avian	4.00	6.00
■ Clockwork Beast	2.50	3.50
■ Cockatrice	4.00	6.00
■ Colossus of Sardia	5.00	8.00
■ Conservator	60	1.00
■ Control Magic	1.50	2.50
■ Conversion	1.25	2.00
■ Coral Helm	2.50	3.50
■ Cosmic Horror	3.50	5.00
■ Counterspell	75	1.50
■ Crow Worm	35	75
■ Creature Bond	35	75
■ Crimson Mantle	3.25	4.50
■ Crumble	35	75
■ Crusade	4.00	6.00
■ Crystal Rod	60	1.00
■ Cursed Land	35	75
■ Cursed Rack	1.50	2.50
■ Cyclopean Mummy	15	35
■ Dancing Scimitar	2.50	3.50
■ Dark Ritual	35	75
■ Deathgrip	75	1.50
■ Death Ward	35	75
■ Deathlace	1.50	2.50
■ Desert Twister	1.25	2.00
■ Detonate	1.25	2.00
■ Diabolic Machine	1.25	2.00
■ Dingus Egg	3.25	4.00
■ Disenchant	35	75
■ Disintegrate	35	75
■ Disrupting Scepter	2.50	3.50
■ Divine Transformation	4.00	6.00
■ Dragon Engine	75	1.50
■ Dragon Whelp	1.50	2.50
■ Drain Life	35	75
■ Drain Power	3.50	5.00
■ Drudge Skeletons	35	75
■ Duskwood Boars	15	35
■ Dwarfven Warriors	35	75
■ Earth Elemental	75	1.50
■ Earthquake	3.25	4.00
■ Ebony Horse	2.50	3.50
■ El-Hajjaj	2.50	3.50
■ Elder Land Wurm	4.00	6.00
■ Elven Riders	4.00	6.00
■ Elvish Archers	3.25	4.00
■ Energy Flux	75	1.50
■ Energy Tap	35	75
■ Erg Raiders	35	75
■ Erosion	15	35
■ Eternal Warrior	60	1.00
■ Evil Presence	75	1.50
■ Eye for an Eye	3.50	5.00
■ Fear	35	75
■ Feedback	35	75
■ Fellwar Stone	1.50	2.50
■ Fire Elemental	1.25	2.00
■ Fireball	35	75
■ Firebreathing	35	75
■ Fissure	15	35
■ Flashfires	75	1.50
■ Flight	35	75
■ Flood	35	75
■ Flying Carpet	3.25	4.00
■ Fog	35	75
■ Force of Nature	6.00	10.00
■ Fortified Area	35	75
■ Forest	.05	10
■ Frozen Shade	35	75
■ Fungusaur	3.50	5.00
■ Gaea's Liege	6.00	10.00
■ Gaseous Form	15	35
■ Ghost Ship	35	75
■ Giant Growth	35	75
■ Giant Spider	35	75
■ Giant Strength	35	75
■ Giant Tortoise	35	75



Glasses of Urza	60	1.00
Gloom	75	1.50
Goblin Balloon Brigade	75	1.50
Goblin King	5.00	8.00
Goblin Rock Sled	15	35
Grapeshot Catapult	35	75
Gray Ogre	35	75
Greed	2.50	3.50
Green Mana Battery	3.50	5.00
Green Ward	35	75
Grizzly Bears	35	75
Healing Salve	35	75
Helm of Chutzuk	2.50	3.50
Hill Giant	35	75
Hive, The	3.50	5.00
Holy Armor	35	75
Holy Strength	35	75
Howl from Beyond	35	75
Howling Mine	4.00	6.00
Hurkyl's Recall	3.25	4.00
Hurlion Minotaur	35	75
Hurr Jackal	2.25	3.00
Hurricane	75	1.50
Hypnotic Specter	1.50	2.50
Immolation	35	75
Inferno	3.50	5.00
Instill Energy	75	1.50
Iron Star	60	1.00
Ironclaw Orcs	15	35
Ironroot Treefolk	35	75
Island	05	10
Island Fish Jascorius	3.25	4.00
Island Sanctuary	2.50	3.50
Ivory Cup	60	1.00
Ivory Tower	3.50	5.00
Jade Monolith	1.50	2.50
Jandor's Saddlebags	2.25	3.00
Jayemdae Tome	2.50	3.50
Jump	35	75
Junun Efreet	4.00	6.00
Karma	75	1.50
Keldon Warlord	1.50	2.50
Killer Bees	5.00	8.00
Kismet	3.50	5.00
Kormus Bell	2.25	3.00
Land Leeches	15	35
Land Tax	2.25	3.00
Leviathan	2.50	3.50
Ley Druid	75	1.50
Library of Leng	60	1.00
Lifeforce	75	1.50
Lifelace	1.50	2.50
Lifetap	75	1.50
Lightning Bolt	35	75
Living Artifact	2.50	3.50

Mana Flare	3.50	5.00
Mana Short	3.25	4.00
Mana Vault	2.50	3.50
Manabars	2.50	3.50
Marsh Gas	15	35
Marsh Viper	15	35
Meekstone	3.25	4.00
Merfolk of the Pearl Trident	35	75
Mesa Pegasus	35	75
Millstone	2.50	3.50
Mind Bomb	1.50	2.50
Mind Twist	3.25	4.00
Mishra's Factory	3.25	4.00
Mishra's War Machine	2.50	3.50
Mons' Goblin Raiders	35	75
Morale	15	35
Mountain	05	10
Murk Dwellers	15	35
Naf's Asp	35	75
Nether Shadow	3.25	4.00
Nevinyrral's Disk	3.25	4.00
Nightmare	7.00	12.00
Northern Paladin	6.00	10.00
Oasis	2.25	3.00
Obsidian Golem	75	1.50
Omulet	75	1.50
Orchid Artillery	75	1.50
Orchid Oilflame	1.50	2.50
Ornithopter	35	75
Osai Vultures	15	35
Paralyze	35	75
Pearled Unicorn	35	75
Personal Incarnation	4.00	6.00
Pestilence	35	75
Phantasmal Forces	75	1.50
Phantasmal Terrain	35	75
Phantom Monster	75	1.50
Pirate Ship	3.25	4.00
Piety	35	75
Pikemen	15	35
Pit Scorpion	15	35
Plague Rats	35	75
Plains	05	10
Power Leak	35	75
Power Sink	35	75
Power Surge	2.50	3.50
Pradesh Gypsies	35	75
Primal Clay	2.25	3.00
Prodigal Sorcerer	35	75
Psionic Entity	3.50	5.00
Psychic Venom	35	75
Purelace	1.50	2.50
Pyrotechnics	1.25	2.00
Rack, The	75	1.50
Radian Spirit	2.25	3.00
Rag Man	2.50	3.50
Raise Dead	35	75
Rebirth	2.50	3.50
Red Elemental Blast	35	75
Red Mana Battery	3.50	5.00
Red Ward	35	75
Regeneration	35	75
Relic Bird	3.25	4.00
Reverse Damage	4.00	6.00
Righteousness	3.50	5.00
Rod of Ruin	75	1.50
Royal Assassin	10.00	15.00
Samite Healer	35	75
Sandstorm	35	75
Savannah Lions	3.25	4.00
Scathe Zombies	35	75
Scavenging Ghoul	75	1.50
Scrib Sprites	35	75
Sea Serpent	35	75
Seeker	35	75
Segovian Leviathan	1.25	2.00
Sengir Vampire	3.25	4.00
Serra Angel	4.00	6.00
Shanodin Dryads	35	75
Shapeshifter	3.50	5.00
Shatter	35	75
Shivan Dragon	12.00	15.00
Simulacrum	35	75
Sindbad	2.50	3.50
Siren's Call	75	1.50
Sisters of the Flame	35	75
Sleight of Mind	3.50	5.00
Smoke	2.50	3.50
Sorceress Queen	4.00	6.00
Soul Net	35	75
Spell Blast	35	75
Spirit Link	4.00	6.00
Spirit Shackle	75	1.50
Stasis	2.50	3.50
Steal Artifact	75	1.50
Stone Giant	75	1.50

Stone Rain	35	75
Stream of Life	35	75
Strip Mine	2.50	3.50
Sunglasses of Urza	2.50	3.50
Sunken City	15	35
Swamp	05	10
Swords to Plowshares	75	1.50
Sylvan Library	4.00	6.00
Tawnos's Wand	1.25	2.00
Tawnos's Weaponry	1.25	2.00
Tempest Efreet	3.25	4.00
Terror	35	75
Tetravus	4.00	6.00
Thicket Basilisk	1.50	2.50
Thoughtflame	1.50	2.50
Throne of Bone	60	1.00
Timber Wolves	3.25	4.00
Time Elemental	6.00	10.00
Titan's Song	2.25	3.00
Tranquility	35	75
Triskelion	4.00	6.00
Tsunami	75	1.50
Tundra Wolves	35	75
Tunnel	35	75
Twiddle	75	1.50
Uncle Istvan	1.50	2.50
Unholy Strength	35	75
Unstable Mutation	35	75
Unsummon	35	75
Untamed Wilds	1.25	2.00
Urza's Avenger	4.00	6.00
Uthden Troll	1.25	2.00
Vampire Bats	15	35
Venom	15	35
Verduran Enchantress	3.50	5.00
Visions	1.50	2.50
Volcanic Eruption	3.25	4.00
Wall of Air	35	75
Wall of Bone	75	1.50
Wall of Brambles	75	1.50
Wall of Dust	1.50	2.50
Wall of Fire	75	1.50
Wall of Ice	35	75
Wall of Spears	60	1.00
Wall of Stone	75	1.50
Wall of Swords	1.25	2.00
Wall of Water	35	75
Wall of Wood	35	75
Wanderlust	75	1.50
War Mammoth	35	75
Warp Artifact	2.50	3.50
Water Elemental	75	1.50
Weakness	35	75
Web	2.50	3.50
Whirling Dervish	3.25	4.00
White Knight	1.25	2.00
White Mana Battery	3.50	5.00
White Ward	35	75
Wild Growth	35	75
Winds of Change	4.00	6.00
Will-O'-The-Wisp	4.00	6.00
Winter Blast	2.50	3.50
Winter Orb	2.50	3.50
Wooden Sphere	35	75
Word of Binding	15	35
Wrath of God	4.00	6.00
Xenic Poltergeist	1.25	2.00
Yotian Soldier	35	75
Zephyr Falcon	35	75
Zombie Master	3.50	5.00

Desert	4.00	6.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	35.00	45.00
Drop of Honey	20.00	30.00
Ebony Horse	4.00	6.00
E-Hajjaj	6.00	10.00
Elephant Graveyard	20.00	30.00
Erg Raiders	75	1.50
Ethnan Djinn	7.00	10.00
Eye for an Eye	6.00	10.00
Fishliver Oil	75	1.50
Flying Carpet	6.00	10.00
Flying Men	3.25	4.00
Ghazban Ogre	75	1.50
Giant Tortoise	75	1.50
Guardian Beast	40.00	65.00
Hasran Ogress	75	1.50
Hurr Jackal	2.25	3.00
Ith-biff Efreet	15.00	20.00
Island Fish Jascorius	6.00	10.00
Island of Wak-Wak	25.00	35.00
Jandor's Ring	5.00	8.00
Jandor's Saddlebags	6.00	10.00
Jeweled Bird	5.00	8.00
Jihad	25.00	40.00
Junun Efreet	8.00	12.00
Juzam Djinn	35.00	60.00
Khabal Ghoul	25.00	35.00
King Suleiman	12.00	18.00
Kird Ape	3.50	5.00
Library of Alexandria	25.00	35.00
Magnetic Mountain	4.00	6.00
Merchant Ship	7.00	10.00
Metamorphosis	75	1.50
Mijoe Djinn	10.00	15.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00
Naf's Asp	75	1.50
Oasis	3.50	5.00
Old Man of the Sea	25.00	40.00
Oubliette	3.50	5.00
Piety	75	1.50
Pyramids	20.00	30.00
Repentant Blacksmith	4.00	6.00
Ring of Ma'nuf	25.00	35.00
Rukh Egg	7.00	10.00
Sandals of Abdallah	8.00	12.00
Sandstorm	75	1.50
Serendib Djinn	12.00	18.00
Serendib Efreet	12.00	18.00
Shahrazad	15.00	25.00
Sindbad	5.00	8.00
Singing Tree	25.00	40.00
Sorceress Queen	8.00	12.00
Stone-Throwing Devils	4.00	6.00
Unstable Mutation	75	1.50
War Elephant	75	1.50
Wyluli Wolf	4.00	6.00
Ydwen Efreet	10.00	15.00

## ANTIQUITIES

WIZARDS OF THE COAST: 1994

Full Set (100 cards)	\$300.00	400.00
Booster Pack (8 cards)	12.00	18.00
Booster Box (60 packs)	700.00	900.00

Amulet of Kroog	35	75
Argivian Archaeologist	18.00	30.00
Argivian Blacksmith	75	1.50
Argothian Pixies	75	1.50
Argothian Treefolk	1.25	2.00
Armageddon Clock	3.50	5.00
Artifact Blast	75	1.50
Artifact Ward	75	1.50
Artifact Possession	75	1.50
Ashnod's Altar	1.25	2.00
Ashnod's Battle Gear	2.50	3.50
Ashnod's Transmogrator	1.50	2.50
Atog	1.50	2.50
Battering Ram	35	75
Bronze Tablet	4.00	6.00
Candelabra of Tawnos	18.00	30.00
Circle of Protection: Artifact	6.00	10.00
Citanul Druid	3.25	4.00
Clay Statue	75	1.50
Clockwork Avian	8.00	12.00
Colossus of Sardia	12.00	18.00
Coral Helm	4.00	6.00
Crumble	75	1.50
Cursed Rock	2.50	3.50
Damping Field	2.50	3.50
Detonate	2.25	3.00
Drafnar's Restoration	1.25	2.00
Dragon Engine	1.50	2.50

## ARABIAN NIGHTS

WIZARDS OF THE COAST: 1994

Full Set (78 cards)	\$550.00	750.00
Booster Pack (8 cards)	50.00	70.00
Booster Box (60 packs)	3,000.00	4,200.00

Abu Ja'far	5.00	8.00
Aladdin	8.00	12.00
Aladdin's Lamp	4.00	6.00
Aladdin's Ring	6.00	10.00
Ali Baba	5.00	8.00
Ali from Cairo	60.00	75.00
Army of Allah	3.50	5.00
Bazaar of Baghdad	12.00	18.00
Bird Maiden	75	1.50
Caliph of Suleiman	6.00	10.00
Brass Man	1.25	2.00
Camel	2.25	3.00
City in a Bottle	15.00	20.00
City of Brass	8.00	12.00
Cuombaji Witches	75	1.50
Cyclone	6.00	10.00
Dancing Scimitar	5.00	8.00
Dandan	75	1.50

**Vesuvan Doppelganger**

Upon summoning, Doppelganger acquires all characteristics except color of any one creature in play on either side whose creature type matches on the original creature's type. During the game, Doppelganger may take on the characteristics of a different creature in play. Vesuvan Doppelganger may continue to swap a creature even after that creature leaves play, but if it switches it won't be able to switch back.

Illustration by: Christopher Hoover

## TOP TEN HOTTEST CARDS

6) Vesuvan Doppelganger	2.50	3.50
Living Lands	35	75
Umonar Elves	4.00	6.00
Lord of Atlantis	6.00	10.00
Lord of the Pit	15	35
Last Soul	75	1.50
Lure	4.00	6.00
Magical Hack	2.25	3.00
Magnetic Mountain	4.00	6.00
Mahamoti Djinn	1.50	2.50
Mana Clash		

WENT UP

WENT DOWN

HEAVILY TRADED





## price guide

■ Dwarfven Weaponsmith	2.25	3.00
■ Energy Flux	1.25	2.00
■ Feldon's Cane	2.25	3.00
■ Gaea's Avenger	10.00	18.00
■ Gate to Phyrexia	2.50	3.50
■ Goblin Artisans	1.25	2.00
■ Golgothian Sylex	7.00	10.00
■ Grapeshot Catapult	.75	1.50
■ Haunting Wind	2.50	3.50
■ Hurkyl's Recall	6.00	10.00
■ Ivory Tower	7.00	10.00
■ Jalum Tome	4.00	6.00
■ Martyrs of Korlis	4.00	6.00
■ Nightstone	2.50	3.50
■ Millstone	3.50	5.00
■ Mishra's Factory	3.50	5.00
■ Mishra's Fac. (Summer Pic.)	6.00	10.00
■ Mishra's War Machine	4.00	6.00
■ Mishra's Workshop	10.00	15.00
■ Obelisk of Undoing	8.00	12.00
■ Onulet	2.50	3.50
■ Orish Mechanics	.75	1.50
■ Ornithopter	.75	1.50
■ Phyrexian Gremlins	1.50	2.50
■ Power Artifact	3.50	5.00
■ Powerleech	3.50	5.00
■ Priest ofYawgmoth	.75	1.50
■ Primal Clay	3.50	5.00
■ Rack, The	1.25	2.00
■ Rakalite	2.25	3.00
■ Reconstruction	1.50	2.50
■ Reverse Polarity	1.50	2.50
■ Rocket Launcher	8.00	12.00
■ Sage of Lat-Nam	.75	1.50
■ Shapeshifter	8.00	12.00
■ Shatterstorm	5.00	8.00
■ Staff of Zegon	.75	1.50
■ Strip Mine	3.50	5.00
■ Strip Mine (Tower)	5.00	8.00
■ Su-Chi	3.25	4.00
■ Tablet of Epityr	.35	.75
■ Tawnos's Coffin	12.00	18.00
■ Tawnos's Wand	2.25	3.00
■ Tawnos's Weaponry	2.25	3.00
■ Tetravus	8.00	12.00
■ Titania's Song	4.00	6.00
■ Transmute Artifact	3.50	5.00
■ Triskelon	8.00	12.00
■ Urza's Avenger	8.00	12.00
■ Urza's Chalice	.35	.75
■ Urza's Mine	.75	1.50
■ Urza's Miter	7.00	10.00
■ Urza's Power Plant	.75	1.50
■ Urza's Tower	.75	1.50
■ Wall of Spears	.75	1.50
■ Weakstone	2.50	3.50
■ Xenic Poltergeist	2.50	3.50
■ Yawgmoth Demon	8.00	12.00
■ Yotian Soldier	.75	1.50

## LEGENDS

WIZARDS OF THE COAST 1994

Full Set (310 cards)	\$1,100.00	1,400.00
Booster Pack (15 cards)	25.00	35.00
Booster Box (36 packs)	900.00	1,200.00

■ Abomination	3.50	5.00
■ Abyss, The	20.00	30.00
■ Acid Rain	15.00	20.00
■ Active Volcano	.75	1.50
■ Aduin Oakenshield	10.00	15.00
■ Adventurers' Guildhouse	2.50	3.50
■ Arathi Berserker	4.00	6.00
■ Aisling Leprechaun	.75	1.50
■ Akron Legionnaire	5.00	8.00
■ All Hallow's Eve	20.00	30.00
■ Alabara's Carpet	10.00	15.00
■ Alabaster Potion	.75	1.50
■ Alchor's Tomb	10.00	15.00
■ Amrou Kithkin	.35	.75
■ Angelic Voices	7.00	10.00
■ Angus Mackenzie	12.00	18.00
■ Anti-Magic Aura	2.25	3.00
■ Arborea	4.00	6.00

■ Arcades Sabbath	10.00	15.00
■ Arena of the Ancients	4.00	6.00
■ Avoid Fate	.75	1.50
■ Axelrod Gunnarson	8.00	10.00
■ Ayesha Tanaka	6.00	8.00
■ Azure Drake	3.00	5.00
■ Backdraft	3.50	5.00
■ Backfire	2.50	3.50
■ Barbary Apes	1.25	2.00
■ Barktooth Warbeard	3.50	5.00



## TOP TEN HOTTEST CARDS

## 5) Fork

You know, getting zapped with a five-point Fireball Forked three times was getting somewhat irritating. We're glad they restricted this awesome-yet-often-used-for-chose spell. Now if we can get 'em to ban Channel, we're set.

■ Bartel Runeaxe	10.00	15.00
■ Beasts of Bogardan	3.00	5.00
■ Black Mana Battery	2.50	3.50
■ Blazing Effigy	.75	1.50
■ Blight	2.50	3.50
■ Blood Lust	1.25	2.00
■ Blue Mana Battery	2.50	3.50
■ Boomerang	.75	1.50
■ Boris Devilboon	8.00	12.00
■ Brine Hog	4.00	6.00
■ Bronze Horse	5.00	8.00
■ Brute, The	.75	1.50
■ Carrion Ants	12.00	18.00
■ Cat Warriors	.75	1.50
■ Cathedral of Serra	2.50	3.50
■ Caverns of Despair	8.00	12.00
■ Chain Lightning	2.25	3.00
■ Chains of Mephistopheles	10.00	15.00
■ Chromium	10.00	15.00
■ Cleanse	12.00	18.00
■ Clergy of the Holy Nimbus	.35	.75
■ Cocoon	3.00	5.00
■ Concordant Crossroads	6.00	10.00
■ Cosmic Horror	7.00	10.00
■ Crow Giant	4.00	6.00
■ Crevasse	3.50	5.00
■ Crimson Kobolds	.35	.75
■ Crimson Manticores	6.00	8.00
■ Crookshank Kobolds	.35	.75
■ Cyclopean Mummy	.35	.75
■ Dackbon Blackblade	10.00	15.00
■ D'Avenant Archer	1.50	2.50
■ Darkness	.75	1.50
■ Deadfall	3.25	4.00
■ Demonic Torment	4.00	6.00
■ Devouring Deep	.75	1.50
■ Disharmony	8.00	12.00
■ Divine Intervention	8.00	12.00
■ Divine Offering	1.50	2.50
■ Divine Transformation	8.00	12.00
■ Dream Coat	4.00	6.00
■ Darkwood Boars	.35	.75
■ Dwarven Song	3.50	5.00
■ Elder Land Wurm	7.00	10.00
■ Elder Spawn	8.00	10.00
■ Elven Riders	7.00	10.00
■ Emerald Dragonfly	.75	1.50
■ Enchanted Being	1.25	2.00
■ Enchantment Alteration	2.25	3.00
■ Energy Tap	.35	.75
■ Equinox	2.25	3.00
■ Eternal Warrior	1.25	2.00
■ Eureka	15.00	25.00
■ Evil Eye Orms-By-Gore	5.00	8.00
■ Fallen Angel	4.00	6.00

■ Falling Star	10.00	15.00
■ Feint	1.50	2.50
■ Field of Dreams	10.00	15.00
■ Fire Sprites	.75	1.50
■ Firestorm Phoenix	20.00	30.00
■ Flash Counter	.75	1.50
■ Flash Flood	.75	1.50
■ Floral Spuzzem	4.00	6.00
■ Force Spike	.75	1.50
■ Forethought Amulet	10.00	15.00
■ Fortified Area	.75	1.50
■ Frost Giant	4.00	6.00
■ Gabriel Angelfire	6.00	8.00
■ Gaseous Form	.35	.75
■ Gauntlets of Chaos	6.00	8.00
■ Ghosts of the Damned	.75	1.50
■ Giant Slug	.75	1.50
■ Giant Strength	.75	1.50
■ Giant Turtle	.75	1.50
■ Glyph of Doom	.75	1.50
■ Glyph of Delusion	.75	1.50
■ Glyph of Destruction	.75	1.50
■ Glyph of Life	.35	.75
■ Glyph of Reincarnation	.75	1.50
■ Gosta Dirk	10.00	15.00
■ Gravity Sphere	15.00	25.00
■ Great Defender	3.50	5.00
■ Great Wall	3.25	4.00
■ Great Realm of Preservation	7.00	10.00
■ Greed	5.00	8.00
■ Green Mana Battery	2.50	3.50
■ Gwendlyn Di Corei	12.00	15.00
■ Halfdane	8.00	12.00
■ Hammerheim	4.00	6.00
■ Hazezon Tamar	12.00	18.00
■ Headless Horseman	.35	.75
■ Heaven's Gate	3.50	5.00
■ Hell Swarm	.75	1.50
■ Hell's Caretaker	8.00	12.00
■ Hellfire	15.00	20.00
■ Holy Day	1.25	2.00
■ Horn of Deafening	6.00	10.00
■ Hornet Cobra	.75	1.50
■ Horror of Horrors	4.00	6.00
■ Hunting Gijmensen	3.50	5.00
■ Hyperion Blacksmith	3.50	5.00
■ Ichneumon Druid	4.00	6.00
■ Immolation	.75	1.50
■ Imprison	8.00	12.00
■ In the Eye of Chaos	10.00	15.00
■ Indestructible Aura	.75	1.50
■ Internal Medusa	5.00	8.00
■ Infinite Authority	10.00	15.00
■ Invoke Prejudice	12.00	18.00
■ Ivory Guardians	3.00	5.00
■ Jacques le Vert	10.00	15.00
■ Jasmine Boreale	4.00	6.00
■ Jedit Ojanen	4.00	6.00
■ Jerrard of the Closed Fist	4.00	6.00
■ Johan	6.00	8.00
■ Jovial Evil	10.00	15.00
■ Juxtapose	6.00	8.00
■ Karakas	3.50	5.00
■ Kasimir the Lone Wolf	4.00	6.00
■ Keepers of the Faith	.75	1.50
■ Kei Takahashi	4.00	6.00
■ Killer Bees	10.00	18.00
■ Kismet	5.00	8.00
■ Knowledge Vault	8.00	10.00
■ Kobold Drill Sergeant	6.00	8.00
■ Kobold Overlord	10.00	15.00
■ Kobold Taskmaster	5.00	8.00
■ Kobolds of Kher Keep	.35	.75
■ Kry Shield	3.50	5.00
■ Lady Caleria	10.00	15.00
■ Lady Evangela	10.00	15.00
■ Lady of the Mountain, The	4.00	6.00
■ Lady Orca	3.25	4.00
■ Land Equilibrium	10.00	15.00
■ Land Tax	5.00	8.00
■ Land's Edge	6.00	8.00
■ Lesser Werewolf	5.00	8.00
■ Life Chisel	4.00	6.00
■ Life Matrix	10.00	15.00
■ Lifeblood	10.00	15.00
■ Living Plane	12.00	18.00
■ Livonya Silane	10.00	15.00
■ Lord Magnus	4.00	6.00
■ Lost Soul	.35	.75
■ Mana Drain	15.00	25.00
■ Mana Matrix	10.00	15.00
■ Marble Priest	3.50	5.00
■ Marhault Eldragon	3.00	5.00
■ Master of the Hunt	18.00	25.00
■ Mirror Universe	40.00	60.00
■ Moat	20.00	30.00

■ Mold Demon	8.00	12.00
■ Moss Monster	.75	1.50
■ Mountain Stronghold	2.25	3.00
■ Mountain Yeti	.75	1.50
■ Nebuchadnezzar	8.00	12.00
■ Nether Void	12.00	18.00
■ Nicol Balas	10.00	15.00
■ North Star	12.00	15.00
■ Nova Pentacle	10.00	15.00
■ Osai Vultures	.35	.75
■ Palladia-Mors	10.00	15.00
■ Part Water	3.50	5.00
■ Pavel Malki	4.00	6.00
■ Pendelhaven	3.50	5.00
■ Petra Sphinx	5.00	8.00
■ Pit Scorpion	.35	.75
■ Pixie Queen	10.00	15.00
■ Planar Gate	10.00	15.00
■ Pradash Gypsies	.60	1.00
■ Presence of the Master	6.00	8.00
■ Primordial Ooze	3.00	5.00
■ Princess Lucrezia	4.00	6.00
■ Psionic Entity	7.00	10.00
■ Psychic Purge	2.50	3.50
■ Puppet Master	3.00	5.00
■ Pyrotechnics	.75	1.50
■ Quagmire	3.50	4.50
■ Quorum Trench Gnomes	8.00	12.00
■ Rabid Wombat	4.00	6.00
■ Radjan Spirit	3.50	5.00
■ Raging Bull	.75	1.50
■ Ragnar	8.00	12.00
■ Rapid Fire	8.00	12.00
■ Ramirez DePietro	4.00	6.00
■ Ramses Overdark	10.00	15.00
■ Rasputin Dreamweaver	10.00	15.00
■ Rebirth	4.00	6.00
■ Recall	8.00	12.00
■ Red Mana Battery	2.50	3.50
■ Reincarnation	3.50	5.00
■ Relic Barrier	4.00	6.00
■ Relic Bind	3.25	4.00
■ Remove Enchantments	1.25	2.00
■ Remove Soul	.75	1.50
■ Reset	5.00	8.00
■ Revelation	6.00	8.00
■ Reverberation	10.00	15.00
■ Righteous Avengers	4.00	6.00
■ Ring of Immortals	10.00	15.00
■ Riven Turnbull	4.00	6.00
■ Rughahh of Kher Keep	12.00	18.00
■ Rubinia Soulsinger	8.00	12.00
■ Rust	.75	1.50
■ Sea King's Blessing	3.50	5.00
■ Seafarer's Quay	2.25	3.00
■ Seeker	.75	1.50
■ Segovian Leviathan	2.50	3.50
■ Sentinel	6.00	8.00
■ Serpent Generator	8.00	12.00
■ Shalkin Brownie	.75	1.50
■ Shield Wall	2.25	3.00
■ Shimson Night Stalker	3.00	5.00
■ Silhouette	3.50	5.00
■ Sir Shandalar of Ebery	4.00	6.00
■ Siviri Scarzam	3.00	5.00
■ Sol'kanar Swamp King	8.00	12.00
■ Spectral Cloak	7.00	10.00
■ Spinal Villain	12.00	18.00
■ Spirit Link	8.00	10.00
■ Spirit Shackles	.75	1.50
■ Spiritual Sanctuary	8.00	12.00
■ Stangg	6.00	8.00
■ Storm Seeker	6.00	8.00
■ Storm World	8.00	12.00
■ Subdue	1.25	2.00
■ Sunastion Falconer	4.00	6.00
■ Sword of the Ages	20.00	30.00
■ Syphon Soul	.75	1.50
■ Sylvan Library	4.00	6.00
■ Sylvan Paradise	3.50	5.00
■ Tabernacle of Pendrell Vale	10.00	15.00
■ Takklemaggot	3.00	5.00
■ Telekinesis	10.00	15.00
■ Teleport	4.00	6.00
■ Tempest Efreit	5.00	8.00
■ Tetsuo Umezawa	12.00	18.00
■ Thunder Spirit	18.00	25.00
■ Time Elemental	10.00	15.00
■ Tobias Andrian	3.00	5.00
■ Tolaria	3.50	5.00
■ Tor Wauki	3.00	5.00
■ Torsten Von Ursus	4.00	6.00
■ Touch of Darkness	3.50	5.00
■ Transmutation	.75	1.50
■ Triassic Egg	6.00	8.00
■ Tuknir Deathlock	8.00	12.00

Key:

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND



□ Tundra Wolves	75	1.50
■ Typhoon	8.00	12.00
■ Undertow	3.25	4.00
■ Underworld Dreams	10.00	15.00
■ Unholy Citadel	2.25	3.00
■ Untamed Wilds	2.25	3.00
■ Urborg	3.50	5.00
■ Ur-Draco	8.00	12.00
■ Vaeictis Asmodi	10.00	15.00
■ Vampire Bats	35	75
■ Venarian Gold	75	1.50
□ Visions	3.25	4.00
■ Voodoo Doll	6.00	8.00
■ Walking Dead	75	1.50
□ Wall of Caltrops	75	1.50
■ Wall of Dust	3.25	4.00
■ Wall of Earth	75	1.50
■ Wall of Heat	75	1.50
□ Wall of Light	3.50	5.00
■ Wall of Opposition	6.00	8.00
■ Wall of Putrid Flesh	3.50	5.00
■ Wall of Shadows	75	1.50
■ Wall of Tombstones	3.25	4.00
■ Wall of Vapor	75	1.50
■ Wall of Wonder	3.00	5.00
■ Whirling Dervish	5.00	8.00
■ White Mana Battery	2.50	3.50
■ Willow Sash	10.00	15.00
■ Winds of Change	4.00	6.00
■ Winter Blast	7.00	10.00
■ Wolverine Pack	1.25	2.00
■ Wood Elemental	8.00	12.00
■ Wretched, The	10.00	15.00
■ Xira Arien	8.00	6.00
■ Zephyr Falcon	75	1.50

## THE DARK

WIZARDS OF THE COAST: 1994

Full Set (119 cards)	\$150.00	250.00
Booster Pack (8 cards)	5.00	8.00
Booster Box (60 packs)	275.00	325.00

■ Amnesia	3.50	5.00
□ Angry Mob	3.50	5.00
■ Apprentice Wizard	75	1.50
■ Ashes to Ashes	35	75
■ Ball Lightning	7.00	10.00
■ Banshee	1.50	2.50
■ Bar's Cage	3.00	5.00
■ Blood Moon	6.00	10.00
□ Blood of the Martyr	1.50	2.50
■ Bog Imp	35	75
■ Bog Rats	35	75
■ Bone Flute	1.25	2.00



## TOP TEN HOTTEST CARDS

### 4) Dual Lands

Even more annoying than getting cheated out of a game is drawing the wrong mana. That's why these lands are so swell. Aside from that neat hypnotic-swirl pattern beneath the picture, these babies give two different mana types.

■ Book of Rass	2.25	3.00
□ Brainwash	15	35
■ Brothers of Fire	1.25	2.00
■ Carnivorous Plant	35	75
■ Cave People	2.25	3.00
■ City of Shadows	5.00	8.00
■ Cleansing	5.00	8.00
■ Coal Golem	2.25	3.00
■ Curse Artifact	2.25	3.00
■ Dance of Many	3.00	5.00

■ Dark Heart of the Wood	35	75
■ Dark Sphere	3.50	5.00
■ Deep Water	35	75
■ Diabolic Machine	2.25	3.00
■ Drowned	35	75
■ Dust to Dust	35	75
■ Eater of the Dead	4.00	6.00
■ Electric Eel	1.50	2.50
■ Elves of Deep Shadow	2.50	3.50
■ Erosion	35	75
■ Eternal Flame	4.00	6.00
■ Exorcist	7.00	10.00
■ Fallen, The	1.50	2.50
■ Fasting	1.50	2.50
■ Fellwar Stone	2.50	3.50
■ Festival	35	75
■ Fire and Brimstone	2.25	3.00
■ Fire Drake	1.50	2.50
■ Fissure	35	75
■ Flood	75	1.50
■ Fountain of Youth	2.25	3.00
■ Frankenstein's Monster	8.00	12.00
■ Gaea's Touch	75	1.50
■ Ghost Ship	35	75
■ Giant Shark	35	75
■ Goblin Caves	35	75
■ Goblin Digging Team	35	75
■ Goblin Hero	35	75
■ Goblin Rock Sled	35	75
■ Goblin Shrine	35	75
■ Goblin Wizard	5.00	8.00
■ Goblins of the Flarg	35	75
■ Grave Robbers	5.00	8.00
■ Hidden Path	5.00	8.00
■ Holy Light	35	75
■ Inferno	4.00	6.00
■ Inquisition	35	75
■ Knights of Thorn	6.00	10.00
■ Land Leeches	35	75
■ Leviathan	5.00	8.00
■ Living Armor	2.25	3.00
■ Lurker	4.00	6.00
■ Mana Clash	3.25	4.00
■ Mana Vortex	5.00	8.00
■ Marsh Gas	35	75
■ Marsh Goblins	35	75
■ Marsh Viper	35	75
■ Martyr's Cry	4.00	6.00
■ Maze of Ith	6.00	10.00
■ Merfolk Assassin	4.00	6.00
■ Mind Bomb	3.25	4.00
■ Miracle Worker	35	75
■ Morale	35	75
■ Murk Dwellers	35	75
■ Nameless Race	4.00	6.00
■ Necropolis	1.50	2.50
■ Niall Silvain	4.00	6.00
■ Orc General	2.50	3.50
■ People of the Woods	3.25	4.00
■ Pikemen	35	75
■ Preacher	8.00	12.00
■ Psychic Allergy	4.00	6.00
■ Rag Man	4.00	6.00
■ Reflecting Mirror	3.50	5.00
■ Riptide	35	75
■ Runesword	2.25	3.00
■ Safe Haven	4.00	6.00
■ Savaen Elves	35	75
■ Scarecrow	3.50	5.00
■ Scarwood Bandits	5.00	8.00
■ Scarwood Goblins	35	75
■ Scarwood Hag	2.50	3.50
■ Scavenger Folk	35	75
■ Season of the Witch	5.00	8.00
■ Sisters of the Flame	75	1.50
■ Skull of Orm	4.00	6.00
■ Sorrow's Path	3.25	4.00
■ Spitting Slug	1.50	2.50
■ Squire	35	75
■ Standing Stones	2.25	3.00
■ Stone Calendar	5.00	8.00
■ Sunken City	35	75
■ Tangle Kelp	1.50	2.50
■ Tivadar's Crusade	1.50	2.50
■ Tomard's Crypt	2.25	3.00
■ Tower of Coireall	1.50	2.50
■ Tracker	5.00	8.00
■ Uncle Istvan	1.50	2.50
■ Venom	35	75
■ Wand of Ith	2.50	3.50
■ War Barge	3.50	5.00
■ Water Wurm	35	75
■ Whippoorwill	2.50	3.50
■ Witch Hunter	3.00	5.00
■ Word of Binding	35	75
■ Worms of the Earth	4.00	6.00

■ Wormwood Treefolk	4.00	6.00
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## FALLEN EMPIRES

WIZARDS OF THE COAST: 1994

Full Set (187 cards)	\$45.00	65.00
Booster Pack (8 cards)	75	1.25
Booster Box (60 packs)	40.00	65.00

■ Aeolipile	1.50	2.50
■ Armor Thrull	35	75
■ Balm of Restoration	1.50	2.50
■ Basil Thrull	35	75
■ Bottomless Vault	3.25	4.00
■ Brassclaw Orcs	35	75
■ Breeding Pit	1.50	2.50
■ Combat Medic	35	75
■ Conch Horn	1.25	2.00
■ Deep Spawn	75	1.50
■ Delf's Cone	35	75
■ Delf's Cube	1.25	2.00
■ Dereler	1.50	2.50
■ Draconian Cylax	2.50	3.50
■ Dwarven Armorer	2.50	3.50
■ Dwarven Catapult	75	1.50
■ Dwarven Dwarf	2.25	3.00
■ Dwarven Lieutenant	35	75
■ Dwarven Ruins	75	1.50
■ Dwarven Soldier	35	75
■ Ebon Praetor	3.50	5.00
■ Ebon Stronghold	1.25	2.00
■ Elven Fortress	35	75
■ Elvish Farmer	2.50	3.50
■ Elvish Hunter	35	75
■ Elven Lyre	1.25	2.00
■ Elvish Scout	35	75
■ Farrel's Mantle	35	75
■ Farrel's Zealot	35	75
■ Farrelite Priest	35	75
■ Feral Thrallid	1.50	2.50
■ Fungal Bloom	3.50	5.00
■ Goblin Chirurgeon	35	75
■ Goblin Flotilla	2.50	3.50
■ Goblin Grenade	35	75
■ Goblin Kites	35	75
■ Goblin War Drums	35	75
■ Goblin Warrens	3.25	4.00
■ Hand of Justice	4.00	6.00
■ Havenwood Battleground	1.25	2.00
■ Heroism	35	75
■ High Tide	35	75
■ Hollow Trees	3.25	4.00
■ Hominid	35	75
■ Hominid Shaman	2.25	3.00
■ Hominid Spawning Bed	75	1.50
■ Hominid Warrior	35	75
■ Hymn to Taurach	35	75
■ Icatian Infantry	35	75
■ Icatian Javelineers	35	75
■ Icatian Lieutenant	1.50	2.50
■ Icatian Moneychanger	35	75
■ Icatian Phalanx	75	1.50
■ Icatian Priest	35	75
■ Icatian Scout	35	75
■ Icatian Skirmishers	2.50	3.50
■ Icatian Store	3.25	4.00
■ Icatian Town	3.50	5.00
■ Implements of Sacrifice	1.50	2.50
■ Initiates of the Ebon Hand	35	75
■ Merseine	35	75
■ Mindstab Thrull	35	75
■ Necrite	35	75
■ Night Soil	35	75
■ Orich Captain	35	75
■ Orich Spy	35	75
■ Orich Veteran	35	75
■ Order of Leibur	35	75
■ Order of the Ebon Hand	35	75
■ Orgg	2.25	3.00
■ Raiding Party	35	75
■ Rainbow Vale	2.50	3.50
■ Ring of Renewal	2.25	3.00
■ River Merfolk	2.25	3.00
■ Ruins of Trokair	1.25	2.00
■ Sand Silos	2.50	3.50
■ Seasinger	2.25	3.00
■ Soul Exchange	1.25	2.00
■ Spirit Shield	1.50	2.50
■ Spore Cloud	35	75
■ Spore Flower	35	75
■ Svelunite Priest	35	75
■ Svelunite Temple	75	1.50
■ Thalid	35	75
■ Thalid Devourer	75	1.50
■ Thelon's Chant	1.25	2.00
■ Thelon's Curse	2.25	3.00

## ICE AGE

Full Set (383 cards)	\$375.00	450.00
Starter Deck (60 cards)	10.00	15.00
Starter Box (10 decks)	90.00	140.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	125.00

■ Abyssal Specter	1.50	2.50
■ Adarkar Sentinel	2.50	3.50
■ Adarkar Unicorn	35	75
■ Adarkar Wastes	4.00	6.00
■ Aegis of the Meek	4.00	6.00
■ Aggression	2.50	3.50
■ Altar of Bone	5.00	8.00
■ Amulet of Quoz	3.50	5.00
■ Anarchy	4.00	6.00
■ Arctic Foxes	35	75
■ Arcum's Sleigh	2.50	3.50
■ Arcum's Weatherwane	2.25	3.00
■ Arcum's Whistle	2.25	3.00
■ Arenson's Aura	35	75
■ Armor of Faith	35	75
■ Arnilot's Ascent	35	75
■ Ashen Ghoul	2.50	3.50
■ Aurochs	35	75
■ Avalanche	2.50	3.50
■ Balduvian Barbarians	35	75
■ Balduvian Bears	35	75
■ Balduvian Conjurer	2.50	3.50
■ Balduvian Hydra	5.00	8.00
■ Balduvian Shaman	35	75
■ Barbarian Guides	35	75
■ Barbed Sextant	35	75
■ Baton of Morale	2.25	3.00
■ Battle Cry	2.25	3.00
■ Battle Frenzy	35	75
■ Binding Grasp	3.50	5.00
■ Black Scarab	2.25	3.00
■ Blessed Wine	35	75
■ Blinking Spirit	5.00	8.00
■ Blizzard	4.00	6.00
■ Blue Scarab	2.25	3.00
■ Bone Shaman	35	75
■ Brainstorm	35	75
■ Brand of Ill Omen	5.00	8.00
■ Breath of Dreams	2.25	3.00
■ Brine Shaman	35	75
■ Brown Ouphe	35	75
■ Brushland	4.00	6.00
■ Burnt Offering	35	75
■ Call to Arms	6.00	10.00
■ Canibou Range	6.00	10.00
■ Celestial Sword	3.50	5.00
■ Centaur Archer	2.50	3.50
■ Chaos Lord	6.00	10.00
■ Chaos Moon	6.00	10.00
■ Chromatic Armor	5.00	8.00
■ Chub Toad	35	75
■ Circle of Protection: Black	35	75
■ Circle of Protection: Blue	35	75
■ Circle of Protection: Green	35	75
■ Circle of Protection: Red	35	75
■ Circle of Protection: White	35	75
■ Clairvoyance	35	75
■ Cloak of Confusion	35	75
■ Cold Snap	1.50	2.50
■ Conquer	3.50	5.00
■ Cooperation	35	75
■ Counterspell	35	75
■ Crown of the Ages	5.00	8.00
■ Curse of Marit Lage	5.00	8.00
■ Dance of the Dead	3.25	4.00
■ Dark Banishing	35	75
■ Dark Ritual	35	75
■ Death Ward	35	75
■ Deflection	8.00	12.00
■ Demonic Consultation	2.50	3.50
■ Despoiled Scepter	3.50	5.00
■ Diabolic Vision	3.25	4.00

WENT UP

WENT DOWN

HEAVILY TRADED





## price guide

■ Dire Wolves	35	75
□ Disenchant	35	75
■ Dread Wight	4.00	6.00
■ Dreams of the Dead	2.25	3.00
■ Drift of the Dead	2.25	3.00
□ Drought	3.50	5.00
■ Dwarven Armory	5.00	8.00
■ Earthlink	4.00	6.00
■ Earthlore	35	75
■ Elder Druid	8.00	12.00
■ Elemental Augury	5.00	8.00
■ Elkin Bottle	3.50	5.00
□ Elvish Healer	35	75
□ Enduring Renewal	5.00	8.00
□ Energy Storm	6.00	10.00
■ Enervate	35	75
■ Errant Minion	35	75
■ Errantry	35	75
■ Essence Filter	35	75
■ Essence Flare	35	75
■ Essence Vortex	2.50	3.50
■ Fanatical Fever	3.25	4.00
■ Fear	35	75
■ Fiery Justice	4.00	6.00
■ Fire Covenant	2.50	3.50
■ Flame Spirit	2.25	3.00
■ Flare	35	75
■ Flooded Woodlands	5.00	8.00
■ Flow of Maggots	5.00	8.00
■ Folk of the Pines	35	75
■ Forbidden Lore	5.00	8.00
■ Force Void	1.50	2.50
■ Forest	05	10
■ Forgotten Lore	3.25	4.00
□ Formation	3.25	4.00
■ Foul Familiar	35	75
■ Foxfire	35	75
■ Freyalise Supplicant	2.25	3.00
■ Freyalise's Charm	2.50	3.50
■ Freyalise's Winds	5.00	8.00
■ Fumarole	3.50	5.00
□ Fylgia	35	75
■ Fyndhorn Brownie	35	75
■ Fyndhorn Elder	3.25	4.00
■ Fyndhorn Elves	35	75
■ Fyndhorn Pollen	4.00	6.00
■ Fyndhorn Bow	3.25	4.00
■ Game of Chao	6.00	10.00
■ Gangrenous Zombies	35	75
■ Gaze of Pain	35	75
□ General Jarkeld	6.00	10.00
■ Ghostly Flame	6.00	10.00
■ Giant Growth	35	75
■ Giant Trap Door Spider	2.50	3.00
■ Glaciers	4.00	6.00
■ Gorilla Pack	35	75
■ Glacial Chasm	2.25	3.00
■ Glacial Crevasse	3.50	5.00
■ Glacial Wall	2.25	3.00
■ Goblin Lyre	4.00	6.00
■ Goblin Mutant	2.25	3.00
■ Goblin Sappers	35	75
■ Goblin Ski Patrol	35	75
■ Goblin Snowman	2.50	3.50
■ Grovebind	3.25	4.00
■ Green Scarab	1.50	2.50
■ Grizzled Wolverine	35	75
■ Hallowed Ground	1.50	2.50
■ Halls of Mist	5.00	8.00
■ Heal	35	75
■ Hecatomb	5.00	8.00
■ Hermitic Talisman	1.50	2.50
□ Hipparian	2.25	3.00
■ Hoar Shade	35	75
■ Hot Springs	4.00	6.00
■ Howl from Beyond	35	75
■ Hurricane	1.50	2.50
■ Hydropterous Lemure	3.25	4.00
■ Hydroblast	35	75
■ Hymn of Rebirth	3.50	5.00
■ Ice Berg	2.50	3.50
■ Ice Cauldron	5.00	8.00
■ Ice Floe	3.25	4.00
■ Icequake	3.25	4.00
■ Icy Manipulator	7.00	10.00

■ Icy Prison	5.00	8.00
■ Illusionary Forces	35	75
■ Illusionary Presence	4.00	6.00
■ Illusionary Terrain	2.50	3.50
■ Illusionary Wall	35	75
■ Illusions of Grandeur	5.00	8.00
■ Imposing Visage	35	75
■ Incinerate	35	75



## TOP TEN HOTTEST CARDS

## 3) Juzam Djinn

Djinn are powerful, but they sting you for a point every turn. They suck. "Hm, let's see... a 5/5 beastie, at a cost of two black and two others, and you get stung for a 1 life on your upkeep. Juzam sounds like a bargain to us."

■ Infernal Darkness	4.00	6.00
■ Infernal Denizen	4.00	6.00
■ Infinite Hourglass	4.00	6.00
■ Infuse	35	75
■ Island	05	10
■ Jester's Cap	15.00	25.00
■ Jester's Mask	12.00	20.00
■ Jeweled Amulet	3.25	4.00
■ Jothull Wurm	2.25	3.00
■ Jokulhups	7.00	10.00
■ Juniper Order Druid	35	75
■ Justice	4.00	6.00
■ Karplusan Forest	4.00	6.00
■ Karplusan Giant	3.25	4.00
■ Karplusan Yeti	6.00	10.00
■ Kelsinko Ranger	35	75
■ Kjeldoran Dead	35	75
■ Kjeldoran Elite Guard	2.50	3.50
■ Kjeldoran Frostbeast	3.50	5.00
■ Kjeldoran Guard	35	75
■ Kjeldoran Knight	5.00	8.00
■ Kjeldoran Phalanx	4.00	6.00
■ Kjeldoran Royal Guard	6.00	10.00
■ Kjeldoran Skycaptain	2.50	3.50
■ Kjeldoran Skyknight	35	75
■ Kjeldoran Warrior	35	75
■ Knights of Stromgald	2.25	3.00
■ Krovikian Elementalist	2.50	3.50
■ Krovikian Fetish	35	75
■ Krovikian Sorcerer	35	75
■ Krovikian Vampire	3.50	5.00
■ Lava Tubes	5.00	8.00
■ Lapis Lazuli Talisman	1.50	2.50
■ Lava Burst	35	75
■ Lava Flow	5.00	8.00
■ Legions of Lim-Dol	35	75
■ Leshrac's Kite	2.25	3.00
■ Leshrac's Sigil	2.25	3.00
■ Lhurgoyf	7.00	10.00
■ Lim-Dol's Cohort	35	75
■ Lim-Dol's Hex	2.50	3.50
■ Lightning Bolt	4.00	6.00
■ Lost Order of Jarkeld	5.00	8.00
■ Lure	1.50	2.50
■ Maddening Wind	2.25	3.00
■ Magus of the Unseen	6.00	10.00
■ Malochite Talisman	1.50	2.50
■ Marton Stromgald	6.00	10.00
■ Melted	2.25	3.00
■ Melting	1.50	2.50
■ Mercenaries	4.00	6.00
■ Merike Ri Berit	4.00	6.00
■ Mesmeric Trance	4.00	6.00
■ Meteor Shower	35	75
■ Mind Ravel	35	75
■ Mind Warp	3.25	4.00
■ Mind Whip	4.00	6.00

■ Minion of Leshrac	6.00	10.00
■ Minion of Tevesh Szat	7.00	10.00
■ Mistfolk	35	75
■ Mole Worms	2.50	3.50
■ Monsoon	5.00	8.00
■ Moor Fiend	35	75
■ Mountain	05	10
■ Mountain Goat	35	75



## TOP TEN HOTTEST CARDS

## 2) Jester's Mask

When WoTC was designing Ice Age was their goal to create cards that would provoke players to violence? The Mask, which allows you to replace an opponent's hand with a new hand you choose from his library, makes us wonder.

■ Mountain Titan	5.00	8.00
■ Mudslide	4.00	6.00
■ Musician	5.00	8.00
■ Mystic Might	3.50	5.00
■ Mystic Remora	35	75
■ Nacre Talisman	1.50	2.50
■ Naked Singularity	4.00	6.00
■ Nature's Lore	2.25	3.00
■ Necropotence	4.00	6.00
■ Norrith	35	75
■ Oath of Lim-Dol	5.00	8.00
■ Onyx Talisman	1.50	2.50
■ Orich Cannoneers	1.50	2.50
■ Orich Conscripts	35	75
■ Orich Farmer	35	75
■ Orich Healer	2.25	3.00
■ Orich Librarian	4.00	6.00
■ Orich Lumberjack	35	75
■ Orich Squatters	6.00	10.00
■ Order of the Sacred Torch	6.00	10.00
■ Order of the White Shield	2.25	3.00
■ Pale Bears	4.00	6.00
■ Panic	35	75
■ Pentagram of the Ages	5.00	8.00
■ Pestilence Rats	35	75
■ Phantasmal Mount	3.25	4.00
■ Pit Trap	2.25	3.00
■ Plains	05	10
■ Polar Kraken	8.00	12.00
■ Portent	35	75
■ Power Sink	35	75
■ Pox	6.00	10.00
■ Prismatic Ward	35	75
■ Pygmy Allosaurus	4.00	6.00
■ Pykrite	35	75
■ Pyroblast	35	75
■ Pyroclasm	3.25	4.00
■ Rally	35	75
■ Ray of Command	35	75
■ Ray of Erasure	35	75
■ Reality Twist	6.00	10.00
■ Reclamation	4.00	6.00
■ Red Scarab	2.50	3.50
■ Regeneration	35	75
■ Rime Dryad	35	75
■ Ritual of Subdual	5.00	8.00
■ River Delta	4.00	6.00
■ Ruined Arch	4.00	6.00
■ Sabretooth Tiger	35	75
■ Sacred Boon	2.25	3.00
■ Scaled Wurm	35	75
■ Sea Spirit	2.50	3.50
■ Seizures	35	75
■ Seraph	8.00	12.00
■ Shambbling Strider	35	75
■ Shatter	35	75
■ Shield Bearer	35	75

■ Shield of the Ages	3.25	4.00
■ Shyft	6.00	10.00
■ Sibilant Spirit	7.00	12.00
■ Silver Erne	2.50	3.50
■ Skeleton Ship	8.00	10.00
■ Skull Catapult	2.25	3.00
■ Sleight of Mind	3.25	4.00
■ Snow-Covered Forest	15	35
■ Snow-Covered Island	15	35
■ Snow-Covered Mountain	15	35
■ Snow-Covered Plains	15	35
■ Snow-Covered Swamp	15	35
■ Snow Devil	35	75
■ Snow Fortress	6.00	10.00
■ Snow Hound	2.25	3.00
■ Snowblind	3.50	5.00
■ Snowfall	35	75
■ Soldevi Golem	5.00	8.00
■ Soldevi Machinist	2.25	3.00
■ Soldevi Simulacrum	2.25	3.00
■ Songs of the Damned	35	75
■ Soul Barrier	2.25	3.00
■ Soul Burn	35	75
■ Soul Kiss	35	75
■ Spectral Shield	3.25	4.00
■ Spoils of Evil	4.00	6.00
■ Spoils of War	6.00	10.00
■ Staff of the Ages	4.00	6.00
■ Stampede	5.00	8.00
■ Stench of Evil	3.25	4.00
■ Stone Rain	35	75
■ Stone Spirit	2.50	3.50
■ Stonehands	35	75
■ Storm Spirit	6.00	10.00
■ Stormbind	4.00	6.00
■ Stromgald Cabal	6.00	10.00
■ Stunted Growth	5.00	8.00
■ Sulfurous Springs	4.00	6.00
■ Sunstone	1.50	2.50
■ Swamp	05	10
■ Swords to Plowshares	1.50	2.50
■ Tarpan	35	75
■ Thermokarst	2.50	3.50
■ Thoughtleech	2.25	3.00
■ Thunder Wall	2.25	3.00
■ Timberline Ridge	5.00	8.00
■ Tinder Wall	35	75
■ Time Bomb	5.00	8.00
■ Touch of Death	35	75
■ Touch of Vitae	2.25	3.00
■ Tor Giant	35	75
■ Total War	4.00	6.00
■ Trailblazer	4.00	6.00
■ Underground River	4.00	6.00
■ Updraft	1.50	2.50
■ Urza's Bauble	1.50	2.50
■ Veldt	5.00	8.00
■ Venomous Breath	2.50	3.50
■ Vertigo	2.25	3.00
■ Vexing Arcanix	5.00	8.00
■ Vibrating Sphere	3.50	5.00
■ Walking Wall	3.50	5.00
■ Wall of Lava	2.25	3.00
■ Wall of Pine Needles	2.25	3.00
■ Wall of Shields	2.25	3.00
■ War Chariot	3.50	4.00
■ Warning	35	75
■ Whalebone Glider	1.50	2.50
■ White Scarab	2.50	3.50
■ Whiteout	3.25	4.00
■ Wild Growth	35	75
■ Wind Spirit	2.50	3.50
■ Wings of Aesthir	3.50	4.00
■ Winter's Chill	5.00	8.00
■ Withering Wisps	1.50	2.50
■ Wiitigo	5.00	8.00
■ Woolly Mammoths	35	75
■ Woolly Spider	35	75
■ Word of Blasting	1.50	2.50
■ Word of Undoing	35	75
■ Wrath of Monit Lage	5.00	8.00
■ Yavimaya Gnats	3.25	4.00
■ Zur's Weirder	7.00	10.00
■ Zuran Enchanter	35	75
■ Zuran Orb	3.25	4.00
■ Zuran Spellcaster	35	75

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PAGE FOR FULL  
CHRONICLES  
PRICE GUIDE!





## CHRONICLES

### WIZARDS OF THE COAST-1995

Full Set (124 cards)	2.00	4.00
Booster Pack (12 cards)	90.00	150.00
Booster Box (45 packs)	1.50	2.50
Abu Ja'far	35	75
Active Volcano	3.00	5.00
Akron Legionnaire	4.00	6.00
Aladdin	5.00	8.00
Angelic Voices	7.00	10.00
Arcades Sabbath	3.00	5.00
Arena of the Ancients	35	75
Argothian Pixies	50	1.00
Ashnod's Altar	50	1.00
Ashnod's Transmogrator	5.00	8.00
Axelrod Gunnarson	4.00	6.00
Ayesha Tanaka	1.00	2.00
Azure Drake	75	1.50
Banshee	3.00	5.00
Barf's Coge	1.00	2.00
Beasts of Bogardan	35	75
Blood of the Martyr	5.00	8.00
Blood Moon	75	1.00
Bog Rats	2.00	3.00
Book of Rass	35	75
Boomerang	4.00	6.00
Bronze Horse	35	75
Car Warriors	7.00	10.00
Chromium	7.00	1.00
City of Brass	1.00	2.00
Cocoon	5.00	8.00
Concordant Crossroads	2.00	4.00
Crow Giant	35	75
Cuambaji Witches	4.00	6.00
Cyclone	7.00	10.00
Dakkon Blackblade	5.00	8.00
Dance of Many	35	75
Dandon	35	75
D'Avenant Archer	35	75
Divine Offering	35	75
Emerald Dragonfly	75	1.00
Enchantment Alteration	2.00	4.00
Ethnan Djin	1.00	2.00
Fallen, The	2.00	4.00
Fallen Angel	75	1.50
Feldon's Cane		

Fire Drake	75	1.50
Fishliver Oil	35	75
Flash Flood	35	75
Fountain of Youth	50	1.50
Gabriel Angelfire	5.00	8.00
Gauntlets of Chaos	4.00	6.00
Ghazban Ogre	35	75
Giant Slug	35	75
Goblin Artisans	75	1.00
Goblin Digging Team	35	75
Goblin Shrine	35	75
Goblins of the Flarg	35	75
Hosian Ogress	35	75
Hell's Caretaker	7.00	10.00
Horn of Deafening	4.00	6.00
Indestructible Aura	35	75
Ivory Guardians	1.00	2.00
Jalum Tome	4.00	6.00
Jeweled Bird	3.00	5.00
Johan	5.00	8.00
Juxtapose	3.00	5.00
Keepers of the Faith	35	75
Kei Takahashi	2.00	4.00
Land's Edge	4.00	6.00
Living Armor	50	1.00
Maiharut Elsdragon	1.50	2.50
Metamorphosis	35	75
Mountain Yeti	35	75
Nebuchadnezzar	5.00	8.00
Nicol Bolas	7.00	10.00
Obelisk of Undoing	5.00	8.00
Palladia-Mors	7.00	10.00
Petra Sphinx	3.00	5.00
Primordial Ooze	75	1.00
Puppet Master	1.00	2.00
Rabid Wombat	2.00	4.00
Rakalite	2.00	4.00
Recall	3.00	5.00
Remove Soul	35	75
Repentant Blacksmith	35	75
Revelation	4.00	6.00
Rubinia Soulsinger	5.00	8.00
Runesword	50	1.00
Safe Haven	4.00	6.00
Scavenger Folk	35	75
Sentinel	3.00	5.00
Serpent Generator	5.00	8.00



## TOP TEN HOTTEST CARDS

### 1) Jester's Cap

Rude freakin' card. For two mana and sacrifice, the cap allows you to search through a player's library and remove three cards from the game. Wanna screw with her blood pressure? Play the Cap and a Reconstruction. Or four.

Shield Wall	75	1.50
Shimian Night Stalker	1.00	2.00
Sivriti Scanzam	1.50	2.50
Sol'kanor the Swamp King	5.00	8.00
Stang	4.00	6.00
Storm Seeker	3.00	5.00
Takklemaggot	75	1.50
Teleport	3.00	5.00
Tobias Andrian	1.50	2.50
Tar Wauki	2.00	4.00
Tormod's Crypt	50	1.00
Transmutation	35	75
Triassic Egg	3.00	5.00
Urza's Mine (4 versions)	35	75
Urza's Power Plant (4 ver.)	35	75
Urza's Tower (4 versions)	35	75
Vaevictis Asmadi	7.00	10.00

Voodoo Doll	3.00	5.00
Wall of Heat	35	75
Wall of Opposition	1.00	2.00
Wall of Shadows	35	75
Wall of Vapor	35	75
Wall of Wonder	75	1.50
War Elephant	35	75
Witch Hunter	2.00	4.00
Wretched, The	7.00	10.00
Xira Arien	5.00	8.00
Yawgmoth Demon	5.00	8.00

## SPECIAL OFFERS

Arena	6.00	10.00
Giant Badger	6.00	10.00
Mana Crypt	7.00	10.00
Nalathni Dragon	6.00	10.00
Sewars of Estark	6.00	10.00
Windseeker Centaur	6.00	10.00

## FACTORY SETS

This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. M:TG Beta Factory Set (363 cards) 10,000 Printed \$200.00 ... 250.00

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also not tournament legal. M:TG Beta International Factory Set (363 cards) 5,000 Printed \$275.00 ... 350.00

This set contains two, 60-card Revised starter decks, 30 counters, and a Revised checklist. M:TG Revised Boxed Set \$20.00 ... 25.00

This set contains two, 60-card Fourth Edition starter decks, 30 counters, and a Fourth Edition checklist. M:TG 4th Edition Boxed Set \$18.00 ... 25.00

WENT UP

WENT DOWN

HEAVILY TRADED

# MANUFACTURERS' ADDRESSES

## ATLAS GAMES

PO Box 131233  
Roseville, Minnesota 55113  
Games: On The Edge

## BLACK DRAGON PRESS

PO Box 362  
Logan, Utah 83705  
Games: Tempest of the Gods

## CACTUS GAME DESIGN

1553 South Military Highway  
Chesapeake Bay, Virginia 23320  
Games: Redemption

## CALIBER GAME SYSTEMS

11918 Farmington Road  
Livonia, Michigan 48150  
Games: Powercards

## CARD SHARKS

1418 North Clinton Boulevard  
Bloomington, Illinois 61701  
Games: Super Deck!

## CARDZ

2505 North Highway 360 7th Fl.  
Grand Prairie, Texas 75050  
Games: Hybrian Gates

## COLUMBIA GAMES

PO Box 3457  
Blaine, Washington 98231  
Games: Dixie

## COMIC IMAGES

280 Midland Avenue  
Saddlebrook, New Jersey 07663  
Games: Star Quest

## COMICO

119 West Hubbard 4th Floor  
Chicago, Illinois 60610  
Games: Chrysalis

## COMPANION GAMES

PO Box 392  
Stamford, New York 12167  
Games: Galactic Empires

## DAEDALUS GAMES

385 the West Mall  
Etobicoke, Ontario, Canada M9C 3S3  
Games: Shadowfist

## DECIPHER

PO Box 56  
Norfolk, Virginia 23501-0056  
Games: Star Trek, Star Wars

## DESTINI PRODUCTIONS INCORPORATED

73 Fessenden Street  
Warwick, Rhode Island 02886  
Games: Flights of Fantasy

## FLEER

1120 Route 73 Executive Plaza  
Suite 300  
Mount Laura, New Jersey 08054  
Games: Marvel OverPower

## FPG

2539 Washington Road  
Building 1000  
Pittsburgh, Pennsylvania 15241  
Games: Guardians

## HEARTBREAKER HOBBIES AND GAMES

1260 E. Woodland Avenue  
Springfield, PA 19064  
Games: Doomtrooper

## IRON CROWN ENTERPRISES

PO Box 1605  
Charlottesville, Virginia 22902  
Games: Middle-Earth

## KNIGHT PRESS

264 Main Street  
Florence, Kentucky 41042  
Games: Realms Arcana

## LAST UNICORN GAMES

PO Box H  
New Cumberland, PA 17070  
Games: Heresy

## MAG FORCE 7

PO Box 1106  
Williams Bay, Wisconsin 53191-1106  
Games: Star of the Guardians

## MAYFAIR GAMES

5641 Howards Street  
Niles, Illinois 60714  
Games: SimCity

## MEDALLION SIMULATIONS

475 W. Sierra Suite 168  
Fresno, California 93704  
Games: Echelons of Fury/Fire

## NEW MILLENNIUM

PO Box 12582  
Albany, New York 12212-2582  
Games: Battlegrounds

## OUTER EARTH INC.

5996 NE Haystack Street  
Hillsboro, Oregon 97124  
Games: Moons of Khadar

## PRECEDENCE

2090 East University #109  
Tempe, Arizona 85285  
Games: Gridiron

## STEVE JACKSON GAMES

PO Box 18957  
Austin, Texas 78760  
Games: Illuminati

## THUNDER CASTLE GAMES

PO Box 11529  
Kansas City, Missouri 64138  
Games: Towers in Time, Highlander

## TSR

201 Sheridan Springs Road  
Lake Geneva, Wisconsin 53147  
Games: Spellfire, Blood Wars

## ULTIMATE GAMES

1665 Willow Street  
San Jose, California 95125-5149  
Games: Ultimate Combat!

## U.S. GAMES

179 Ludlow Street  
Stamford, Connecticut 06902  
Games: Wyvern

## WHITE WOLF

49588 Stonegate Industrial Blvd.  
Stone Mountain, GA 30083  
Games: Rage, Vampire: The Eternal Struggle

## WILDSTORM

888 Prospect Street Suite 240  
La Jolla, California 92037  
Games: WildStorms

## WIZARDS OF THE COAST

PO Box 707  
Renton, Washington 98057-0707  
Games: Magic: The Gathering, Vampire: The Eternal Struggle

COOH! THIS  
COULD BE REAL  
HELPFUL.





# INQUEST

price guide



## BLOODWARS—OUTSIDER ARCHER

### BLOOD WARS

TSR 1995

Full Set (334 cards)	\$300.00	400.00
Starter Deck (100 cards)	8.00	10.00
Starter Box (10 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

Assassination Plot	5.00	8.00
Chaos Beast	4.00	6.00
Lady of Pain	25.00	35.00
Shield Maidens of Odin	4.00	6.00
Tiamat	5.00	8.00

### FACTOLS AND FACTIONS

TSR 1995

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

### DIXIE

COLUMBIA GAMES 1995

Full Set (200 cards)	\$50.00	70.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	80.00	100.00
Booster Pack	NONE	

Buck Woods	75	1.50
Color-Guard	75	1.50
Rebel Yell	1.25	2.00
10 PDR Parrott	75	1.50
12 PDR Hawtitz	1.25	2.00

### DIXIE: SHILOH

COLUMBIA GAMES 1995

Full Set (400 cards)		
Starter Deck (60 cards)	\$8.00	10.00
Starter Box (12 decks)	100.00	110.00
Booster Pack	NONE	

### DOOMTROOPER

HEARTBREAKER 1995

Full Set (337 cards)	\$275.00	350.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	80.00	90.00

Alakhi The Cunning	7.00	10.00
Cardinal Dominic	7.00	10.00
Crenshaw The Mortificator	7.00	10.00
Nimrod Autocannon	5.00	8.00
Personal Anti-Personnel Mines	7.00	10.00

### INQUISITION EXPANSION

HEARTBREAKER 1995

Full Set (170 cards)	\$150.00	200.00
Booster Pack (8 cards)	2.25	2.50
Booster Box (60 packs)	75.00	90.00

## ECHELONS OF FIRE/FURY

MEDALLION SIMULATIONS 1995

Full Fire Set (69 cards)	\$30.00	50.00
Full Fury Set (57 cards)	30.00	50.00
Fire Starter Deck (65 cards)	8.00	10.00
Fire Starter Box (10 decks)	75.00	100.00
Fire Booster Pack (15 cards)	2.50	3.00
Fire Booster Box (36 packs)	85.00	110.00
Fury Starter Deck (65 cards)	8.00	12.00
Fury Starter Box (10 decks)	75.00	100.00
Fury Booster Pack (15 cards)	2.50	3.00
Fury Booster Box (36 packs)	85.00	110.00

## FLIGHTS OF FANTASY

DESTINY PRODUCTIONS 1994

Full Set (108 cards)	\$40.00	60.00
Starter Deck	NONE	
Booster Pack (10 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

## GALACTIC EMPIRES

COMPANION GAMES 1995

Full Set (440)	\$175.00	210.00
Starter Deck (55 cards)	8.00	9.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

Dragon Hatching	4.00	6.00
Dragon Lair	4.00	6.00
Moon Dragoness	5.00	8.00
Monster Overstrike	3.50	5.00
Scintillating Dragoness	3.50	5.00

## NEW EMPIRES EXPANSION

COMPANION GAMES 1995

Full Set (209 cards)	\$75.00	125.00
Booster Pack (12 cards)	2.00	2.25
Booster Box	80.00	100.00
Ancient Spacefarer	2.50	3.50
Fighter Pilot	2.50	3.50
Spiritual Leader	2.50	3.50
Stellar Map	2.25	3.50
Volatile Cargo	3.25	4.00



## HYBORIAN GATES—MIDNIGHT WEB SPINNER

## HYBORIAN GATES

CARDZ 1995

Full Set (450 cards)		
Starter Deck (110 cards)	\$10.00	12.00
Starter Box (6 dual decks)	60.00	70.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00

## ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES 1994

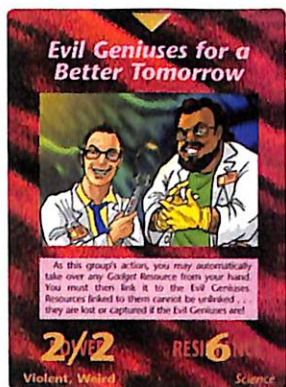
Card names are in gold printing.		
Full Set (412 cards)	\$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Dual Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00

Booster Pack (15 cards)	4.00	5.00
Booster Box (36 packs)	110.00	160.00
Unlisted Singles	.25	.50

Adepts of Hermes	1.50	2.50
Air Magic	1.50	2.50
An Offer You Can't Refuse	1.50	2.50
Angst	1.50	2.50
Annual Convention	1.50	2.50
Antiwar Activists	1.50	2.50
Ark of the Covenant	1.50	2.50
B.A.T.F.	1.25	2.00
Bank Merger	1.50	2.50
Bank of England	1.50	2.50
Bavarian Illuminati	1.50	2.50
Bermuda Triangle	1.50	2.50
Big Sellout, The	1.50	2.50
Bigger Business	.75	1.50
Blitzkrieg	3.25	4.00
Bodyguard	1.50	2.50
Book of Kells	.75	1.50
Botched Contact	.75	1.50
Bobbery	.75	1.50
C.I.A.	3.25	4.00
Canada	1.50	2.50
Cattle Mutilators	1.50	2.50
Celebrity Spokesman	.75	1.50
Censorship	.75	1.50
Center For Disease Control	.75	1.50
CFL-AIO	1.50	2.50
China	1.50	2.50
Church of Elvis	.75	1.50
Clone	1.25	2.00
Combined Disasters	1.50	2.50
Comic Books	.75	1.50
Commitment	.75	1.50
Computer Security	1.50	2.50
Computer Virus	.75	1.50
Congressional Wives	.75	1.50
Corruption	1.50	2.50
Count Dracula	1.50	2.50
Counter-Revolution	1.50	2.50
Counterspell	.75	1.50
Cover of Darkness	1.50	2.50
Cover-Up	1.50	2.50
Criminal Overlords	1.50	2.50
Crystal Skull	1.50	2.50
Cyborg Soldiers	3.25	4.00
Deasil Engine	1.50	2.50
Death Mask	.75	1.50
Democrats	.75	1.50
Deprogrammers	1.50	2.50
Dinosaur Park	.75	1.50
Discordian Society	1.50	2.50
Dollars for Decency	.75	1.50
Eat the Rich	1.50	2.50
EFF	1.50	2.50
18 1/2 Minute Gap	1.50	2.50
Elders of Zion	1.50	2.50
Eliza	.75	1.50
Elvis	3.25	4.00
Embezzlement	2.50	3.50
Empty Vee	1.25	2.00
Energy Crisis	1.50	2.50
Evil Geniuses Tomorrow	1.50	2.50
Faction Fight	1.50	2.50
Fear and Loathing	.75	1.50
Federal Reserve	.75	1.50
Feminists	.75	1.50
Fidel Castro	.75	1.50
Finland	1.50	2.50
First Thing... Kill All Lawyers	1.50	2.50
Flower Power	.75	1.50
Failed!	.75	1.50
Forgery	.75	1.50
Freaking the Mundanes	.75	1.50
Fred Birch Society	1.50	2.50
Gang War	.75	1.50
Gay Activists	.75	1.50
Germany	3.25	4.00
Giant Kudzu	.75	1.50
Gnomes of Zurich	1.50	2.50
Goldfish Fanciers	1.50	2.50
Great Pyramid, The (Mag. Insert)	1.50	2.50
Gremlins	1.50	2.50
Gun Control	.75	1.50
Hackers	.75	1.50
Hand of Madness, The	1.50	2.50
Head in a Jar	.75	1.50
Hex	1.50	2.50
Hidden City	.75	1.50
Hidden Influence	1.50	2.50
Hitler's Brain	3.25	4.00
Hoax	.75	1.50
Hollywood	.75	1.50
Holy Grail, The	1.50	2.50
I Lied	.75	1.50
I.R.S.	.75	1.50
Immortality Serum	1.50	2.50
Intm'l Communist Conspiracy	1.50	2.50
Intm'l Weather Organization	.75	1.50
Israel	1.50	2.50
Italy	3.25	4.00
Jimmy Hoffa	2.25	3.00
Junk Mail	.75	1.50
Kill for Peace!	1.50	2.50
L-4 Society	.75	1.50
Law and Order	.75	1.50
Let Them Eat Cake!	.75	1.50
Let's Get REALLY Organized	.75	1.50
Let's You and Him Fight	1.50	2.50
Libertarians	2.50	3.50
Library of Alexandria, The	.75	1.50
Liquor Companies	1.50	2.50
Local Police Departments	.75	1.50
Logic Bomb	1.50	2.50
Mafia, The	3.25	4.00
Manuel Noriega	.75	1.50
Margaret Thatcher	.75	1.50
Market Manipulation	.75	1.50
Mass Murder	1.50	2.50
Media Connections	1.50	2.50
Men in Black, The	3.25	4.00
Messiah	1.50	2.50
Meteor Strike	.75	1.50
MI-5	.75	1.50
Mistaken Identity	1.50	2.50
Massad	1.50	2.50
Multinational Oil Corporations	.75	1.50
Murphy's Law	.75	1.50
N.S.A.	3.25	4.00
Nancy Reagan	1.50	2.50
NASA	.75	1.50
NATO	1.50	2.50
Necronomicon	.75	1.50
Network, The	1.50	2.50
New Federal Budget	.75	1.50
New York	.75	1.50
Nice Idea, It's Mine Now!	1.50	2.50
Offshore Banks	.75	1.50
Ollie North	.75	1.50
Opportunity Knocks	2.50	3.50
Orbit One	.75	1.50
Oregon Crud, The	1.50	2.50
Perpetual Motion Machine	3.25	4.00
Phone Company	.75	1.50
Plague of Demons	2.50	3.50
Pledge Drive	.75	1.50
Political Correctness	.75	1.50
Pollsters	3.25	4.00
Power for Its Own Sake	1.50	2.50
Power to the People	.75	1.50
Prince Charles	.75	1.50
Princess Di	.75	1.50
Professional Sports	.75	1.50
Psychiatrists	1.25	2.00
Pyr. Mkt'g Schemes (Mag. Ins.)	1.50	2.00
Rain of Frogs	.75	1.50
Reach Out	1.50	2.50
Red Cross	1.50	2.50
Red Scare	.75	1.50
Reformed Church of Satan	.75	1.50
Reload!	.75	1.50
Republicans	.75	1.50
Resistance is Useless!	2.50	3.50
Revolution!	.75	1.50
Rewriting History	1.50	2.50
Rifkinites	1.50	2.50
Robot Sea Monsters	.75	1.50
Ross Perot	1.50	2.50
S.M.O.F.	2.50	3.50
Sabotage	1.50	2.50
Saddam Hussein	.75	1.50
Saturday Morning Cartoons	.75	1.50
Savings and Loans	1.50	2.50
Savings & Loan Scam	.75	1.50
Scandal	2.50	3.50
Secret Service	1.50	2.50
Secrets Man... To Know	.75	1.50
Secular Humanists	.75	1.50
Seize the Time!	1.50	2.50
Senate Investigating Committee	2.50	3.50
Servants of Cthulhu	1.50	2.50
Shangri-La	1.50	2.50
Shroud of Turin	3.25	4.00
Silicon Valley	.75	1.50
Sniper	.75	1.50
Soulburner	3.25	4.00
South American Nazis	2.50	3.50
Spasm of Violence	1.50	2.50
Stars are Right, The	1.50	2.50
Subliminals	3.25	4.00



Sucked Dry and Cast Aside!	75	1.50
Suicide Squad	75	1.50
Supreme Court	1.50	2.50
Sweeping Reforms	75	1.50
Tabloids	75	1.50
Tax Breaks	75	1.50
Tax Reform	1.50	2.50
Texas	3.25	4.00
Thousand Points of Light, A	75	1.50
Time Warp	2.50	3.50
Trading Card Game (Mag. Ins.)	1.50	2.50
Trilateral Commission	2.50	3.50
UFOs	1.50	2.50
Underground Newspapers	3.25	4.00
Unlucky 13	2.50	3.50
Unmasked!	3.25	4.00
Up Against the Wall	1.50	2.50
Volcano	75	1.50
Voodooists	75	1.50
Warehouse 23	75	1.50
Weak Link, The	1.50	2.50
Weather Satellite	75	1.50
Withering Curse	1.50	2.50
World Cup Victory	1.50	2.50
World War 3	1.50	2.50



### INWO-EVIL GENIUSES FOR A BETTER TOMORROW

### ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

STEVE JACKSON GAMES 1995

Card names are in various colors.

Full Set (412 cards)	\$250.00	350.00
Starter Deck Dual (110 cards)	8.00	10.00
Starter Box (5 dual decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00
Single Cards	0.5-1x Limited Price	

### JYHAD

WIZARDS OF THE COAST 1994

Full Set (438 cards)	\$275.00	400.00
Starter Deck (76 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (19 cards)	1.50	2.00
Booster Box (36 packs)	50.00	70.00

Anarch Troublemaker	4.00	6.00
Arane Library	4.00	6.00
Ivory Bow	6.00	10.00
Milicent Smith	4.00	6.00
Political Ally	4.00	6.00

### ON THE EDGE

ATLAS GAMES 1994

Full Set (269 cards)	\$125.00	200.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (10 cards)	2.00	2.25
Booster Box (60 packs)	100.00	130.00

Asha Ryhar	3.50	5.00
Constance D'Aubaine	2.25	3.00
Cyril Doros	3.50	5.00
Deborah Grierson	3.25	4.00
Havani Shagosemi	2.50	3.50

### CUT-UPS PROJECT EXPANSION

ATLAS GAMES 1995

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	2.00	2.25
Booster Box (60 packs)	110.00	130.00

Andalusia	3.50	5.00
Jacob Brinker	4.00	6.00
Cheap Baboon Trick	3.50	5.00
Eyeballs Drillbit	3.25	4.00
Rain of Walrus	2.50	3.50

### SHADOWS EXPANSION

ATLAS GAMES 1995

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	2.00	2.25
Booster Box (60 packs)	110.00	130.00



### POWERCARDZ-BATTLE ARMOR

### POWERCARDZ

CALIBER GAMES SYSTEMS 1995

Full Series 1 (120 cards)	\$40.00	60.00
Starter Deck (Both Versions)	8.00	9.00
Starter Box (12 decks)	75.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00



### RAGE-INSIGHTFUL EYES

### RAGE

WHITE WOLF 1995

Full Set (321 cards)	\$200.00	300.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00

38 Special	75	1.25
9mm Semi-Auto Pistol	75	1.25
Alaskan Wolf Hunt	2.50	3.50
Alexandru ThunderRage	25.00	35.00
Alias	2.50	3.50
Allamonde	2.50	3.50
Allison Kachina	3.50	4.50
Aman Howls-from-Soul	1.50	2.50
Anna Kliminski	3.50	4.50
Anna-Eyes of the Sun-Pelfrey	2.50	3.50
Antoinette Teardrop	2.50	3.50
Attacking the Wyrms	75	1.25
Aura of Confidence	75	1.25
Auriga	3.50	4.50
Awe	75	1.25
Balar's Gaze	2.50	3.50
Banana Split	1.50	2.50
Bane Arrow	75	1.25
Battle Song	75	1.25
Beastmind	1.50	2.50
Bite	75	1.25

Black Spiral Dancer	1.50	2.50
Bladetooth	1.50	2.50
Blissful Ignorance	75	1.25
Black	75	1.25
Black and Strike	1.50	2.50
Blood-on-the-Wind	2.50	3.50
Body Blow	75	1.25
Body Wreck	2.50	3.50
Bones of Shokir Hind	2.50	3.50
Battlecard of Shaka Mac	3.50	4.50
Broken Limb	2.50	3.50
Bron Mac Fionn	3.50	4.50
Buggerhead	2.50	3.50
Burn Rush	1.50	2.50
Burrow	75	1.25
Caern Building	75	1.25
Calling a Champion	1.50	2.50
Camouflage	75	1.25
Careful Strike	2.50	3.50
Carla Grisson	2.50	3.50
Carleson Ruah	1.50	2.50
Coffee	75	1.25
Cernuous	2.50	3.50
Charging Bull	3.50	4.50
Chimera	75	1.25
Circular Attack	2.50	3.50
Close the Bawn	2.50	3.50
Cockroach	75	1.25
Command Spirit	1.50	2.50
Coup de Grace	3.50	4.50
Crescent Moon	75	1.25
Crick Rumwrangler	1.50	2.50
Critical Blow	1.50	2.50
Curse of Hatred	75	1.25
Deranged Makole	2.50	3.50
Dharma Bum	1.50	2.50
Diem	1.50	2.50
Disarm	75	1.25
Disembowelment	2.50	3.50
Distractions	75	1.25
Dodge	75	1.25
Drunken Revelry	2.50	3.50
Dry Gulch	1.50	2.50
Edger-of-Bears	1.50	2.50
Elderwalker	2.50	3.50
Elder Stone	2.50	3.50
Elder Vampire	3.50	4.50
Enroll Rend	2.50	3.50
Entrainment	1.50	2.50
Evade and Strike	1.50	2.50
Evan Heals-the-Past	1.50	2.50
Evasion	1.50	2.50
Exorcism	75	1.25
Eye of the Cobra	2.50	3.50
Eyes Gouged	1.50	2.50
Eyes-of-Frost	1.50	2.50
Faerie Kin	2.50	3.50
Falcon	75	1.25
Fang Dagger	5.50	6.50
Fang Jumper	1.50	2.50
Fang Necklace of Fenris	1.50	2.50
Fast Strike	2.50	3.50
Feather of the Phoenix	2.50	3.50
Feint	75	1.25
Fenris	1.50	2.50
Fenris Bite	2.50	3.50
Fenris' Bite	1.50	2.50
Flak Jacket	75	1.25
Flame Spirit	75	1.25
Flesh Wound	75	1.25
Flower of Aphrodite	2.50	3.50
Fomon	75	1.25
Fomori	75	1.25
Forceful Wind	1.50	2.50
Frenzy	2.50	3.50
Fur Gnarl	75	1.25
Fur Gnarl	1.50	2.50
Fur Gnarl	75	1.25
Fur Gnarl	35	75
Gaffling Pest	4.50	5.50
Gai's Vengeance	3.50	4.50
Gangrel Ally	1.50	2.50
Garbage Food Poisoning	75	1.25
Gathering for the Departed	2.50	3.50
Geas	2.50	3.50
Gere-Hunts-the-Hunters	1.50	2.50
Gesar	5.50	6.50
Get Medieval	75	1.25
Gibbous Moon	75	1.25
Gift of the Porcupine	75	1.25
Glancing Blow	2.50	3.50
Glib Tongue	3.50	4.50
Golgol Fangs-First	2.50	3.50
Golf Mac Moura	3.50	4.50
Grand Klave	1.50	2.50
Grandfather Thunder	75	1.25
Grazing Wound	3.50	4.50
Greater Banishment		

Grek Twice-Tongue	2.50	3.50
Greyfist	2.50	3.50
Griffin	1.50	2.50
Grimfang	3.50	4.50
Growls-at-Moon	2.50	3.50
Guides-to-Truth	2.50	3.50
Gunnar Draughtbane	25.00	35.00
Half Moon	75	1.25
Harano Gloom	3.50	4.50
Head Wound	2.50	3.50
Heart of Fury	1.50	2.50
Hagling	75	1.25
Howard Koor	1.50	2.50
Hunting Party	1.50	2.50
Icy Chill of Despair	1.50	2.50
Impergium	2.50	3.50
Inbred Disorder	1.50	2.50
Incarna Sigil	2.50	3.50
Insightful Eyes	75	1.25
Ivan Korda	1.50	2.50
Jack Deblitang	25.00	35.00
Jackal's Curse	75	1.25
Jacky Gecko	2.50	3.50
Jam Technology	1.50	2.50
Journey Onward	1.50	2.50
Journey to the East	75	1.25
Juban	1.50	2.50
Julisha of the Thousand Masks	3.50	4.50
Justice Under Gai	1.50	2.50
Kelly Still Waters	25.00	35.00
Kinfalk - Environmental Activist	2.50	3.50
Kinfalk - Small Town Cop	2.50	3.50
Kinfalk - Soldier of Fortune	3.50	4.50
Kinfalk - TV Reporter	2.50	3.50
Kinfalk - Veterinarian	3.50	4.50
Klailat Stargazer	25.00	35.00
Klavoie	2.50	3.50
Kneecapper	75	1.25
Knife Wind	3.50	4.50
Lamurun	3.50	4.50
Leadership Challenge	1.50	2.50
Legendary Leadership	1.50	2.50
Lesser Banishment	1.50	2.50
Leukippes	25.00	35.00
Lone Wolf Lupo	25.00	35.00
Lord Albrecht	2.50	3.50
Lost Calling	1.50	2.50
Lucky Blow	2.50	3.50
Luna's Armor	1.50	2.50
Luna's Links	2.50	3.50
Lunar Eclipse	3.50	4.50
Mamu	3.50	4.50
Mangle	2.50	3.50
Mani Cabrah	2.50	3.50
Massive Wound	1.50	2.50
Master of the Pack	3.50	4.50
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Merciful Blow	1.50	2.50
Messenger's Fortitude	75	1.25
Might of Thor	75	1.25
Mindseek	1.50	2.50
Mokole Hide	2.50	3.50
Moon Bridge Escape	1.50	2.50
Moon Sign	2.50	3.50
Morgan the Unworthy	1.50	2.50
Monhei High-Mountain	3.50	4.50
Mother Larissa	3.50	4.50
Mother's Touch	1.50	2.50
Natasha Moon Chaser	1.50	2.50
Nature Boon	1.50	2.50
Nephthys Mu'at	2.50	3.50
Nerve Cluster	1.50	2.50
New Moon	75	1.25
No Escape	1.50	2.50
No 'in' Ni'Dhonall	1.50	2.50
Odor of Skunk	75	1.25
Off-Balance Attack	75	1.25
Oisin Mac Gaelach	25.00	35.00
Old Red Eagle	25.00	35.00
Old Storm-Chaser	3.50	4.50
Old Wolf of the Woods	25.00	35.00
Organ Puncture	1.50	2.50
Overextended Attack	75	1.25
Owl	1.50	2.50
Pack Defense	1.50	2.50
Passer	1.50	2.50
Peace of Nature	3.50	4.50
Pearl River	3.50	4.50
Pegasus	75	1.25
Pentex Forestry Team	1.50	2.50
Pentex Refinery	4.50	5.50
Persuasion	75	1.25
Piper, The	2.50	3.50
Portable Computer	3.50	4.50
Praise the Malforned	1.50	2.50
Progenitor Mage	3.50	4.50





## price guide

Pumpkin Man	1.50	2.50
Questor Treetalker	1.50	2.50
Quoting the Litany	2.50	3.50
Ragnarok	1.50	2.50
Rainpiddle	1.50	2.50
Rat	.75	1.25
Razor Claws	.75	1.25
Reclaiming the Stolen	1.50	2.50
Remove Gaia's Blessing	2.50	3.50
Rend and Tear	1.50	2.50
Rite of Glory	.75	1.25
Rite of Investiture	3.50	4.50
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Ritual Challenge	.75	1.25
Roar of Storms	2.50	3.50
Roger Daly	3.50	4.50
Roll Over	.75	1.25
Roshen One-Arm	1.50	2.50
Run Like Hell	1.50	2.50
Running Creek	1.50	2.50
Samuel Haight	2.50	3.50
Sands of Sleep	2.50	3.50
Satire Song	.75	1.25
Saving Face	.75	1.25
Scar Throat Leech-Killer	1.50	2.50
Scourging the Wyrms	1.50	2.50
Scouting Mission	1.50	2.50
Scratches-at-Fleas	2.50	3.50
Scream of Gaia	1.50	2.50
Serenity	.75	1.25
Shakar	1.50	2.50
Shapeshift	1.50	2.50
Shieldmate	1.50	2.50
Shogeka Hunter Moon	25.00	35.00
Shotgun	4.50	5.50
Shroud	.75	1.25
Shu Horus	25.00	35.00
Silhouette	2.50	3.50
Silver Ammo	2.50	3.50
Silver Claws	1.50	2.50
Silver Record	.75	1.25
Simon Gentle	1.50	2.50
Sings-for-the-Beast	1.50	2.50
Sister Judith Paws-of-Light	2.50	3.50
Skindancer	4.50	5.50
Sneak Attack	2.50	3.50
Sofya Softkiller	1.50	2.50
Solid Blow	.75	1.25
Son of Moonlight	2.50	3.50
Song Chiang	2.50	3.50
Song of Rage	.75	1.25
Song of the Great Beast	3.50	4.50
Spear of Deceit	2.50	3.50
Spine Crushed	2.50	3.50
Spint Drain	2.50	3.50
Spirit of the Fray	1.50	2.50
Spotlight	1.50	2.50
Stag	.75	1.25
Stands-Like-Mountain	2.50	3.50
Staredown	.75	1.25
Sticky Paws	.75	1.25
Stinging Wound	.75	1.25
Stolen Wolf, The	1.50	2.50
Stone of Scorn	.75	1.25
Surprise Ally	2.50	3.50
Surprise Attack	1.50	2.50
Survivor	2.50	3.50
Susan Anthony	2.50	3.50
Swipe	.75	1.25
Syntax	1.50	2.50
Take the True Form	1.50	2.50
Taking the Death Blow	2.50	3.50
Tanzut	1.50	2.50
Taunt	.75	1.25
Teeth-of-Titanium	2.50	3.50
Telling Blow	.75	1.25
Thomas Kachina	2.50	3.50
Thunder Tiger	2.50	3.50
Tim Rowantree	1.50	2.50
Trackless Waste	.75	1.25
Tribal Alliance	1.50	2.50
Tribal War	3.50	4.50
True Fear	1.50	2.50

True Silverheels	2.50	3.50
Uktena	.75	1.25
Uktena Wyrmling	4.50	5.50
Umbral Escape	2.50	3.50
Umbral Quest	.75	1.25
Unicorn	.75	1.25
Victory Party	1.50	2.50
Virus-to-Wyrm	1.50	2.50
Vital Blow	1.50	2.50
Volcheka Ibaruri	1.50	2.50
Walks-with-Might	3.50	4.50
War Point of Wahoy Ohni	2.50	3.50
Wendigo	.75	1.25
Whelp Body	2.50	3.50
Wind-Across-the-Hills	1.50	2.50
Winter Wolf	1.50	2.50
Wisdom of the Seer	3.50	4.50
Wolf Kinfolk	.35	.75
Wolf-Spirit	.35	.75
Wyrm Skin	2.50	3.50
Wyrm Slayer, Ronin Garou	3.50	4.50
Wyrm Taint	2.50	3.50
Yuri Tvarivich	25.00	35.00
Zachary Ellison	2.50	3.50



## REDEMPTION—PHAROAH

## REDEMPTION

CACTUS GAME DESIGN 1995

Full Set (300 cards)	•	•
Starter Deck (100 card dual Deck)	\$8.00	10.00
Starter Box (12 decks)	90.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	85.00	95.00



## SHADOWFIST—MONKEY KING

## SHADOWFIST

DAEDALUS GAMES 1995

Full Set (325 cards)	•	•
Starter Deck (60 cards)	58.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (38 packs)	85.00	110.00

## SIMCITY

MAYFAIR GAMES 1995

Full Set (517 cards)	•	•
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

## SPELLFIRE

TSR 1994

Full First Ed'n Set (445 cards)	\$140.00	200.00
(Set price includes 25 booster exclusive cards)		
F.E. Starter Dual (110 cards)	10.00	12.00
F.E. Starter Box (6 dual decks)	60.00	70.00
F.E. Booster Pack (15 cards)	1.25	1.50
F.E. Booster Box (36 packs)	40.00	50.00
Full No Edition Set (400-Cons Only)	•	•
No Edition Starter Deck (55 cards)	•	•
No Edition Starter Box (10 decks)	•	•
No Edition Booster Pack	NONE	
Full Second Ed'n Set (420 cards)	140.00	200.00
S.E. Starter Deck (110 cards)	12.00	15.00
S.E. Starter Box (6 duals)	75.00	90.00
S.E. Booster Pack (15 cards)	1.50	1.75
S.E. Booster Box (36 packs)	50.00	60.00
Invisibility	1.50	2.50
Midnight Goddess of Magic	1.50	2.50
Potion of Firebreathing	1.50	2.50
Siege!	1.50	2.50
So-ut	1.50	2.50

## RAVENLOFT EXPANSION

TSR 1994

Full Set (100 cards)	\$70.00	100.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00
Castle Ravenloft	1.50	2.50
Headless Horseman	1.50	2.50
High Master Illithid	1.50	2.50
Isle of Terror	1.50	2.50
Ring of Regeneration	1.50	2.50

## DRAGONLANCE EXPANSION

TSR 1994

Full Set (125 cards)	\$75.00	125.00
(Set price includes 25 booster exclusive cards)		
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00
Bupu's Emerald	1.50	2.50
Hazy Image	1.50	2.50
Inn of the Last Home	1.50	2.50
Krymm Minotauris	1.50	2.50
Tasslehoff Burfoot	1.50	2.50

## FORGOTTEN REALMS

TSR 1994

Full Set (125 cards)	\$100.00	150.00
(Set price includes 25 booster exclusive cards)		
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00
Blackstaff Tower	1.50	2.50
Dragon Slayer	1.50	2.50
Shadow Engines	1.50	2.50
Tablets of Fate	1.50	2.50
Word of Recall	1.50	2.50



## SOTG—SPACE ROTATION BOMB

## STAR OF THE GUARDIANS

MAG FORCE 7 1995

Full Set (325 cards)	\$70.00	100.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	85.00	110.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00
Atheism Fate	2.50	3.50
Cult Following Modifier	1.50	2.50

Claymore Bombers Squadron	2.50	3.50
Special System Tisor	1.50	2.50
Xris and Mag Force 7 Personnel	3.50	5.00



## STAR QUEST—SAURIAN

## STAR QUEST: THE REGENCY WARS

COMIC IMAGES 1995

Full Set (325 cards)	•	•
Starter Deck (53 cards)	\$8.00	10.00
Starter Box (10 decks)	90.00	110.00
Booster Pack (15 cards)	3.00	5.00
Booster Box (36 packs)	90.00	110.00



## STAR TREK—FEDERATION OUTPOST

## STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER 1994

Cards are black-bordered.		
Full Set (363 cards)	\$750.00	1,000.00
Starter Deck (60 cards)	18.00	25.00
Starter Box (12 decks)	200.00	300.00
Booster Pack (15 cards)	10.00	15.00
Booster Box (36 packs)	250.00	400.00
Unlisted Singles	30	60

Albert Einstein	5.00	8.00
Alexander Rozhenko	1.25	2.00
Aldor Jarok	5.00	8.00
Alien Abduction	.75	1.50
Alien Groupie	3.50	5.00
Alien Parasites	1.50	2.50
Alien Probe	1.50	2.50
Alyanna Nechayev	4.00	6.00
Alyssa Ogawa	1.25	2.00
Amanda Rogers	1.50	2.50
Amarie	1.25	2.00
Anaphasic Organism	.75	1.50
Ancient Computer	8.00	12.00
Anti-Time Anomaly	6.00	10.00
Armus—Skin of Evil	8.00	12.00
Asteroid Sanctuary	.75	1.50
Auto-Destruct Sequence	1.50	2.50
Avert Disaster	4.00	6.00
B'Etor	10.00	15.00
B'ijik	.75	1.50
Bo'el	2.25	3.00
Baron	.75	1.50
Barclay's Protoplasmic Disease	6.00	10.00
Benjamin Maxwell	.75	1.50
Betazoid Gift Box	8.00	12.00
Beverly Crusher	18.00	25.00



Booster Box (60 packs) ..... 75.00 ..... 100.00

## ULTIMATE COMBAT!—HAIR GRAB

### ULTIMATE COMBAT!

#### ULTIMATE GAMES 1995

Full Set (150 cards)	\$75.00	125.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	70.00	90.00

Beijing Blitz	1.50	2.50
Boken	3.50	5.00
Inferno Round Kick	4.00	6.00
Mask of Genghis Kahn	3.50	5.00
Psychic Nova	2.50	3.50

## WYVERN: PHOENIX EXPANSION—RI-RIU

### WYVERN

#### U.S. GAME SYSTEMS 1994

Full Premiere Set (135 cards)	\$350.00	450.00
Full Limited Set (239 cards)	400.00	500.00
Starter Deck (60 cards)	12.00	18.00
Starter Box (12 decks)	150.00	200.00
Booster Pack (15 cards)	7.00	10.00
Booster Box (36 packs)	250.00	400.00

Gold Card	75.00	150.00
Pick a Treasure	75	1.50
Secret Treasure	75	1.50
Silver Card	40.00	60.00
Wyvern	75	1.50

### PHOENIX EXPANSION

#### U.S. GAME SYSTEMS 1995

Full Set (90 cards)		
Booster Pack (8 cards)	\$1.25	1.75
Booster Box (60 packs)	85.00	95.00

Secret Salvage	1.50	2.50
Seek Life-form	3.50	5.00
Sela	10.00	15.00
Shaka, When the Walls Fell	1.50	2.50
Shelby	7.00	10.00
Sir Isaac Newton	8.00	12.00
Sirna Kolrami	1.50	2.50
Soren	1.50	2.50
Spacedock	7.50	1.50
Static Warp Bubble	7.50	1.50
Strategic Diversion	1.25	2.00
Study "Hole in Space"	3.25	4.00
Study Lonka Pulsar	3.50	5.00
Study Nebula	3.50	5.00
Study Plasma Streamer	7.50	1.50
Study Stellar Collision	7.50	1.50
Subspace Schism	7.50	1.50
Supernova	7.00	10.00
Survey Mission	4.00	6.00
T'Pol	1.50	2.50
Taibak	1.25	2.00
Tam Elbrun	6.00	10.00
Tarellian Plague Ship	1.50	2.50
Tasha Yar	10.00	15.00
Tebak	1.25	2.00
Telepathic Alien Kidnappers	2.25	3.00
Temporal Causality Loop	4.00	6.00
Temporal Rift	1.50	2.50
Test Mission	1.25	2.00
Thei	7.50	1.50
Thomas Riker	12.00	18.00
Thought Maker	10.00	15.00
Time Travel Pad	5.00	8.00
Toby Russell	7.50	1.50
Tokath	1.50	2.50
Tomalak	7.00	10.00
Toq	1.25	2.00
Torak	1.50	2.50
Toral	1.25	2.00
Toreth	6.00	10.00
Torin	7.50	1.50
Tox Uthat	8.00	12.00
Transwarp Conduit	1.25	2.00
Traveler, The: Transcendence	2.25	3.00
Treaty: Federation/Klingon	7.50	1.50
Treaty: Federation/Romulan	7.50	1.50
Treaty: Romulan/Klingon	7.50	1.50
Tsiolkovsky Infection	4.00	6.00
Two-Dimensional Creatures	2.25	3.00
U.S.S. Brittain	8.00	12.00
U.S.S. Enterprise	30.00	40.00
U.S.S. Excelsior	1.50	2.50
U.S.S. Galaxy	1.50	2.50
U.S.S. Hood	8.00	12.00
U.S.S. Phoenix	8.00	12.00
U.S.S. Sutherland	2.50	3.50
U.S.S. Yamato	8.00	12.00
Vagh	1.50	2.50
Varon-T Disruption	8.00	12.00
Vash	8.00	10.00
Vulcan Mindmeld	1.25	2.00
Vulcan Stone of Gal	12.00	18.00
Warp Core Breach	3.50	5.00
Wesley Crusher	18.00	25.00
Where No One Has Gone Before	7.50	1.50
William T. Riker	20.00	30.00
Wind Dancer	4.00	6.00
Worf	20.00	30.00
Wormhole	7.50	1.50
Wormhole Negotiations	4.00	6.00
Ziballian Transport	7.50	1.50

## STAR TREK:THE NEXT GENERATION UNLIMITED

### DECEMBER 1995

#### Cards are white-bordered

Full Set (363 cards)	\$225.00	300.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Single Cards	0.25–0.35x	Limited Prices

### SUPERDECK!

#### CARD SHARKS 1994

Full Set (160 cards)	\$30.00	50.00
Starter Deck (60 cards)	3.00	5.00
Starter Box (10 decks)	30.00	50.00
Booster Pack		NONE

### TOWERS IN TIME

#### THUNDER CASTLE GAMES 1995

Full Set (150 cards)		
Starter Deck (55 cards)	7.00	8.00
Starter Box (12 decks)	65.00	80.00
Booster Pack (8 cards)	1.25	1.75

Juggler, The	7.50	1.50
K'Heleyr	7.00	10.00
K'mpec	7.50	1.50
K'Tal	7.50	1.50
K'Vada	1.25	2.00
Kahless	6.00	10.00
Kareel Odan	7.50	1.50
Kargon	5.00	8.00
Kell	1.50	2.50
Kevin Uxbridge	1.50	2.50
Khazana	8.00	12.00
Khitomer Research	3.50	5.00
Kivas Fajo—Collector	2.25	3.00
Klag	7.50	1.50
Kle'eg	7.50	1.50
Klingon Death Yell	6.00	10.00
Klingon Right of Vengeance	7.50	1.50
Kommel	7.50	1.50
Koral	7.50	1.50
Koroth	1.50	2.50
Korris	1.50	2.50
Krios Suppression	7.50	1.50
Kromm	7.50	1.50
Kronian Game	4.00	6.00
Kurak	5.00	8.00
Kurlan Naikos	8.00	12.00
Kurn	7.00	10.00
L'Kor	1.25	2.00
Leah Brahms	5.00	8.00
Life-Form Scan	1.50	2.50
Long-Range Scan	7.50	1.50
Lore Returns	8.00	12.00
Lore's Fingernail	7.00	10.00
Lursa	10.00	15.00
Lwaxanna Troi	8.00	12.00
Matriarchal Society	7.50	1.50
McKnight	1.50	2.50
Medical Relief	3.50	5.00
Medical Tricorder	1.25	2.00
Mendak	6.00	10.00
Mendon	7.50	1.50
Menthar Booby Trap	7.50	1.50
Mercenary Ship	2.25	3.00
Metaphasic Shields	7.50	1.50
Microvirus	7.50	1.50
Mirok	1.50	2.50
Morag	7.50	1.50
Morgan Bateson	5.00	8.00
Mat the Barber	1.25	2.00
Movar	1.50	2.50
N'Vek	1.25	2.00
Nagilum	6.00	8.00
Nanites	7.50	1.50
Narik	2.25	3.00
Nausicaans	7.50	1.50
Near-Warp Transport	1.25	2.00
Neela Daren	8.00	12.00
Neral	7.50	1.50
Neural Servo Device	1.50	2.50
New Contact	3.50	5.00
Nikolai Rozhenko	1.50	2.50
Nitrium Metal Parasites	2.25	3.00
Norah Sathie	1.50	2.50
Nu'Daq	1.50	2.50
Null Space	1.50	2.50
Nutational Shields	1.25	2.00
Ocelt	2.25	3.00
Polgar Toff—Alien Trader	7.50	1.50
Pardek	2.25	3.00
Parek	1.50	2.50
Particle Fountain	7.50	1.50
Pegasus Search	3.50	5.00
Phased Matter	7.50	1.50
Pi	5.00	8.00
Plunder Site	1.50	2.50
Portal Guard	1.25	2.00
Q	10.00	15.00
Q2	3.50	5.00
Radioactive Garbage Scow	1.50	2.50
Raise the Stakes	1.25	2.00
Rebel Encounter	1.50	2.50
Reginald Barclay	8.00	12.00
Relief Mission	1.25	2.00
REM Fatigue Hallucinations	2.25	3.00
RES-Q	7.50	1.50
Restore Emant Moon	2.25	3.00
Richard Galen	5.00	8.00
Rivo	1.50	2.50
Ro Laren	8.00	12.00
Roga Donar	10.00	15.00
Runabout	7.50	1.50
Sarek	10.00	15.00
Sarjenka	4.00	6.00
Sarthong Plunder	3.25	4.00
Satelk	7.00	10.00
Science Vessel	7.50	1.50

Bochara	2.25	3.00
Bok	1.25	2.00
Borg Ship	12.00	18.00
Bynars Weapon Enhancement	7.00	10.00
Chalnoth	7.50	1.50
Cloaked Mission	1.50	2.50
Cosmic String Fragment	1.25	2.00
Covert Installation	7.50	1.50
Covert Rescue	7.50	1.50
Crosis	8.00	12.00
Crystalline Entity	6.00	8.00
Cultural Observation	3.50	5.00
Cytherians	4.00	6.00
Darian Wallace	7.50	1.50
Data	30.00	40.00
Deanna Troi	20.00	30.00
Devil, The	7.00	10.00
Devinoni Ral	1.50	2.50
Devorax	8.00	12.00
Diplomacy Mission	7.50	1.50
Distortion Field	1.50	2.50
Distortion of... Continuum	2.25	3.00
Divok	1.50	2.50
Dr. La Forge	4.00	6.00
Dr. Leah Brahms	5.00	7.00
Dr. Reyga	7.50	1.50
Dr. Selar	1.50	2.50
Dukath	1.50	2.50
Duras	8.00	12.00
El-Ard Creature	1.50	2.50
Energy Vortex	7.50	1.50
Engineering Kit	1.50	2.50
Eric Pressman	7.50	1.50
Etrano Jol	1.50	2.50
Evacuation	1.50	2.50
Evaluate Terraforming	4.00	6.00
Exocomp	1.25	2.00
Explore Black Cluster	2.50	3.50
Explore Dyson Sphere	3.50	5.00
Explore Typhon Expanse	3.25	4.00
Expose Covert Supply	1.50	2.50
Extraction	5.00	8.00
Federation Outpost	1.25	2.00
Fek'Ihr	1.50	2.50
Female's Love Interest	7.50	1.50
Firestorm	7.50	1.50
First Contact	1.50	2.50
Fleet Admiral Shanthi	1.50	2.50
Full Planet Scan	2.25	3.00
Gaps in Normal Space	1.25	2.00
Genetronic Replicator	2.25	3.00
Geordi La Forge	18.00	25.00
Giusti	7.50	1.50
Goddess of Empathy	5.00	8.00
Gorta	7.50	1.50
Gowron	12.00	18.00
Gravitic Mine	1.50	2.50
Haakona	8.00	12.00
Hannah Bates	1.25	2.00
Holo-Projectors	1.25	2.00
Hologram Ruse	1.50	2.50
Honor Challenge	5.00	8.00
Horga'hn	12.00	18.00
Hugh	12.00	18.00
Hunt for DNA Program	3.50	5.00
Husnock Ship	2.25	3.00
Hyper-Aging	1.50	2.50
I.K.C. Bortas	8.00	10.00
I.K.C. Buruk	7.00	10.00
I.K.C. Hegh'la	7.00	10.00
I.K.C. K'Vor	1.50	2.50
I.K.C. Pagh	7.00	10.00
I.K.C. Qu'Vat	7.00	10.00
I.K.C. Vor'Cha	7.50	1.50
I.K.C. Yom	7.50	1.50
Ikonian Investigation	3.50	5.00
Ikonian Computer Weapon	7.50	1.50
Impossible Door	7.50	1.50
Incoming Message—Federation	3.25	4.00
Incoming Message—Klingon	2.25	3.00
Incoming Message—Romulan	2.25	3.00
Interphase Generator	8.00	12.00
Investigate Alien Probe	4.00	6.00
Investigate Disappearance	4.00	6.00
Investigate Disturbance	4.00	6.00
Investigate Massacre	4.00	6.00
Investigate Raid	3.50	5.00
Investigate Rogue Comet	3.25	4.00
Investigate "Shattered Space"	3.50	5.00
Investigate Sighting	2.50	3.50
Investigate Time Continuum	3.50	5.00
Ishara Yar	2.25	3.00
Jaglan Shek—Information Broker	5.00	8.00
Jean-Luc Picard	40.00	50.00
Jenna D'Sora	1.50	2.50
In'Ril	1.25	2.00



# INQUEST

## checklists

### HIGHLANDER

THE CARD GAME

#### Abbreviations:

At Attack      Bl Block  
Ev Event      Ob Object  
Res Restricted      Sit Situation

Cards only allowed to a specific persona are marked with an asterisk.

#### Full Set (165 cards)

Card Name	Type	Res #	Rarity
Alan Baines	Ev		R
Angry Mob	Ev		C
Avery Hoskins	Sit		R
Carl	Ev		R
Caught in the Act	Ev	3	U
Challenge	Ev		C
Charlie	Sit		R
Counterfeit: Abduction	Sit		C
Counterfeit: Betrayal	Sit		C
Counterfeit: Plastic Surgery	Ev		C
Darius	Ev		R
Darkness: The Bait	Sit		C
Darkness: Lights Out	Sit		C
Darkness: The Trap	Ev		C
Elizabeth Vaughn	Ev		C
Extra Weapon	Ob		C
Feint	Ev		C
Fortune Teller	Ev		R
Gypsy	Ev		C
Gypsy Lover	Sit		C
Head Shot	Ev		C
Heroic Deed	Ev		R
Holy Ground: Withdraw	Ev		C
Holy Ground: Forfeit	Ev		C
Interference	Ev		C
Investigate	Ev		C
Left Guard Block	Bl		C
Linda Plager	Ev		R
Lower Center Attack	At		C
Lower Center Block	Bl		C
Lower Left Attack	At		C
Lower Left Block	Bl		C
Lower Right Attack	At		C
Lower Right Block	Bl		C
Master	Sit		R
Maurice	Ev		R
Middle Left Attack	At		C
Middle Right Attack	At		C
Misfortune	Ev		C
Mugging	Ev		C
Narrow Escape	Ev		C
Pedestrian: 2 turns	Sit		C
Pedestrian: 5 turns	Sit		C
Police: Counter Event	Ev		C
Police: Remove Situation	Ev		C
Quality Blade	Ob		C
Recover Weapon	Ev		C
Renee Delaney	Ev		C
Reporter	Ev		C
Right Guard Block	Bl		C
Scom	Ev		R
Sea Witch: Hook	Situ		C
Sea Witch: Line	Sit		C
Sea Witch: Sinker	Ev		C
Segur	Ev		R
Stamina	Ev		C
Street Punk	Ev	3	U
Tessa	Sit		R
Thrust	At		C
Underworld Contact	Ev	2	R
Unexpected Assistance	Ev		C
Unholy Alliance: Alliance	Ev		C
Unholy Alliance: Discovery	Sit		C
Unholy Alliance: Ambush	Combination		C
Upper Center Attack	At		C
Upper Center Block	Bl		C
Upper Left Attack	At		C
Upper Left Block	Bl		C
Upper Right Attack	At		C
Upper Right Block	Bl		C

Watcher: Treatment	Ev	2	U
Watcher: Hunter	Ev		R
Watcher: Counter	Sit		R
Watcher: Hunter, all players	Ev		C
Watcher: Hunter, target	Ev		C
Watcher: Fair Fight	Sit		C

#### AMANDA

Back Away	Persona		R
Continuity	Dodge		U
Distract	Event		U
Jump	Dodge	*6	R
Left Side Step	Dodge		U
Master's Advice	Sit	*1	R
Master's Attack	Attack	*1	R
Right Side Step	Dodge		U
Seduce	Event	*4	R
Steal	Event	*6	U
Surprise Attack	Event	*3	R

#### CONNOR MACLEOD

Back Away	Persona		R
Combination	Dodge		U
Continuity	Event		U
Disarm	Event		U
Dodge	Dodge		U
Extra Shot	Event		U
Power Blow	Event		U

#### DUNCAN MACLEOD

Back Away	Persona		R
Battle Rage	Dodge		U
Combination	Event	*4	R
Continuity	Situation		U
Disarm	Event		U
Dodge	Dodge		U
Extra shot	Event		U
Flashback	Situation		U
Inspiration	Event	*6	R
Jump	Dodge		U
Master's Advice	Situation	*1	R
Master's Attack	Attack	*2	R
Master's Defense	Dodge	*3	R
Power Blow	Event		U
Trip	Event		U

#### LUTHER

Back Away	Persona		R
Combination	Dodge		U
Continuity	Event		U
Disappear	Event	*2	R
Disarm	Event		U
Dodge	Dodge		U
Intimidate	Event	*6	R
Power Blow	Event		U
Taunt	Event	*6	R
Trip	Event		U

#### NEFERTITI

Back Away	Persona		R
Battle Rage	Dodge		U
Combination	Event	*4	U
Continuity	Event		U
Desperation	Event	*6	R
Disarm	Event		U
Dodge	Dodge		U
Extra Shot	Event		U
Power Blow	Event		U
Seduce	Event	*4	R
Trip	Event		U

#### RICHIE RYAN

Back Away	Persona		R
Battle Rage	Dodge		U
Combination	Event	*4	R
Continuity	Event		U
Dodge	Dodge		U
Extra Shot	Event		U
Luck	Event	*2	R
Master's Advice	Situation	*1	R
Master's Trick	Block	*2	R

Power Blow	Event	U
Trip	Event	U

#### SLAN QUINCE

Back Away	Persona		R
Berserk	Dodge		U
Intimidate	Event	*2	R
Run Through	Event	*6	R
Shooting blade	Event	*3	R
	Event	*1	R

#### XAVIER ST. CLOUD

Alliance	Persona		R
Back away	Event	*2	R
Disarm	Dodge		U
Dodge	Event		U
Forethought	Dodge		U
Hook	Situation	*6	R
Plan Ahead	Event	3	R
Poison Gas	Situation	*6	R
Power Blow	Situation	*2	R
Stalk	Event		U
Trip	Attack	*1	R
	Event		U



#### Full Set (341 cards)

#### CHARACTERS

Card Name	Visual
Apocalypse Hero Card	Apocalypse
Apocalypse-Genetic Engineering	Apocalypse
Apocalypse-Survival of the Fittest	Apocalypse
Apocalypse-Shape Shift	Apocalypse
Apocalypse-Mega Morph	Apocalypse
Apocalypse-Enhance Strength	Apocalypse
Beast Hero Card	Beast
Beast-Animal Dexterity	Beast
Beast-Drop Kick	Beast
Beast-Analyze	Beast
Beast-Biochemist	Beast
Beast-Beastial Brawn	Beast
Bishop Hero Card	Bishop
Bishop-Absorb Energy	Bishop
Bishop-Plasma Gun	Bishop
Bishop-Draw Enemy Fire	Bishop
Bishop-XSE Tactics	Bishop
Bishop-Spectrum Blast	Bishop
Cable Hero Card	Cable
Cable-Bodyslide	Cable
Cable-Battle Tactics	Cable
Cable-Custom Firearms	Cable
Cable-Cover Fire	Cable
Cable-Bionic Eye	Cable
Captain America Hero Card	Captain America
Captain America-Avenger	Captain America
Captain America-Mighty Shield	Captain America
Captain America-Stars and Stripes	Captain America
Captain America-Ricochet Shield	Captain America
Captain America-Super Soldier	Captain America
Carnage Hero Card	Carnage
Carnage-Climb	Carnage
Carnage-Blade Hands	Carnage
Carnage-Ruthless	Carnage
Carnage-Insane Rage	Carnage
Carnage-Symbiotic Web	Carnage
Colossus Hero Card	Colossus
Colossus-Smash Object	Colossus
Colossus-Fastball Special	Colossus
Colossus-Skin of Steel	Colossus
Colossus-Metal Barrier	Colossus
Colossus-Haymaker	Colossus
Cyclops Hero Card	Cyclops
Cyclops-Wide Beam	Cyclops
Cyclops-Fearless Leader	Cyclops
Cyclops-Optic Obliteration	Cyclops
Cyclops-Ground Blast	Cyclops
Cyclops-Visual Sweep	Cyclops
Deadpool Hero Card	Deadpool
Deadpool-Assassin	Deadpool
Deadpool-Regeneration	Deadpool
Deadpool-Super Spy	Deadpool
Deadpool-High Threshold of Pain	Deadpool
Deadpool-Killing Machine	Deadpool
Doctor Doom Hero Card	Doctor Doom
Doctor Doom-Energy Dampening Field	Doctor Doom
Doctor Doom-Time Machine	Doctor Doom
Doctor Doom-Concussion Beams	Doctor Doom
Doctor Doom-Villainous Plot	Doctor Doom
Doctor Doom-Super Genius	Doctor Doom
Dr. Octopus Hero Card	Dr. Octopus
Dr. Octopus-Criminal Mastermind	Dr. Octopus
Dr. Octopus-Multi-Armed Menace	Dr. Octopus
Dr. Octopus-Grasping Tentacles	Dr. Octopus
Dr. Octopus-Evasive Action	Dr. Octopus
Dr. Octopus-Villainous Shield	Dr. Octopus
Elektra Hero Card	Elektra
Elektra-Martial Artist	Elektra
Elektra-Anticipate	Elektra
Elektra-Sai	Elektra
Elektra-Ninja Master	Elektra
Elektra-Resurrection	Elektra
Gambit Hero Card	Gambit
Gambit-Charm	Gambit
Gambit-Intercept Object	Gambit
Gambit-Charge Object	Gambit
Gambit-Staff Attack	Gambit
Gambit-S2 Card Pickup	Gambit
Hobgoblin Hero Card	Hobgoblin
Hobgoblin-Pumpkin Bomb	Hobgoblin
Hobgoblin-Goblin Glider	Hobgoblin
Hobgoblin-Razor Bats	Hobgoblin
Hobgoblin-Sun Gas	Hobgoblin
Hobgoblin-Concussion Grenade	Hobgoblin
Hulk Hero Card	Hulk
Hulk-Green Goliath	Hulk
Hulk-Intimidate	Hulk
Hulk-Shrug Off	Hulk
Hulk-Enraged	Hulk
Hulk-Hulk Smash	Hulk
Human Torch Hero Card	Human Torch
Human Torch-Fire Shield	Human Torch
Human Torch-Fire Storm	Human Torch
Human Torch-Nova Burst	Human Torch
Human Torch-Inferno	Human Torch
Human Torch-Searing Heat	Human Torch
Invisible Woman Hero Card	Invisible Woman
Invisible Woman-Force Field	Invisible Woman
Invisible Woman-Unseen Assault	Invisible Woman
Invisible Woman-Invisible Ram	Invisible Woman
Invisible Woman-Bubble Shield	Invisible Woman
Invisible Woman-Invisibility	Invisible Woman
Iron Man Hero Card	Iron Man
Iron Man-Heat Seeking Missile	Iron Man
Iron Man-Radar Warning	Iron Man
Iron Man-In the Line of Fire	Iron Man
Iron Man-Tactical Computer	Iron Man
Iron Man-Concealed Arsenal	Iron Man
Jean Grey Hero Card	Jean Grey
Jean Grey-Telepathic Unity	Jean Grey
Jean Grey-Mental Deflection	Jean Grey
Jean Grey-Telekinesis	Jean Grey
Jean Grey-Mind Scan	Jean Grey
Jean Grey-Mind Over Matter	Jean Grey
Jubilee Hero Card	Jubilee
Jubilee-Blinding Flare	Jubilee
Jubilee-Fireworks	Jubilee
Jubilee-Plasmoid Flash	Jubilee
Jubilee-Distracting Burst	Jubilee
Jubilee-Spectrum Tease	Jubilee
Magneto Hero Card	Magneto
Magneto-Gravity Alteration	Magneto
Magneto-Paralyze Opponent	Magneto
Magneto-Magnetic Shield	Magneto
Magneto-Evil Genius	Magneto
Magneto-Repel Object	Magneto
Mr. Fantastic Hero Card	Mr. Fantastic
Mr. Fantastic-Team Leader	Mr. Fantastic
Mr. Fantastic-Ingenuity	Mr. Fantastic
Mr. Fantastic-Stretch Attack	Mr. Fantastic
Mr. Fantastic-Protect Teammate	Mr. Fantastic
Mr. Fantastic-Python Hold	Mr. Fantastic
Mystique Hero Card	Mystique
Mystique-Illusion of Ally	Mystique
Mystique-Infiltration	Mystique
Mystique-Cool Under Fire	Mystique
Mystique-Surprise Attack	Mystique
Mystique-Commando Raid	Mystique
Omega Red Hero Card	Omega Red
Omega Red-Sacrificial Lamb	Omega Red
Omega Red-Tendrils Tactics	Omega Red
Omega Red-KGB Training	Omega Red
Omega Red-Drain Life Force	Omega Red
Omega Red-Carbonadium Coils	Omega Red
Professor X Hero Card	Professor X
Professor X-Cerebro	Professor X
Professor X-Telepathic Coordination	Professor X
Professor X-X-Men Founder	Professor X
Professor X-Psychic Scan	Professor X
Professor X-Psionic Hold	Professor X
Psylocke Hero Card	Psylocke
Psylocke-Mental Hold	Psylocke
Psylocke-Psi Fighting	Psylocke
Psylocke-Thought Probe	Psylocke
Psylocke-Psychic Knife	Psylocke
Psylocke-Combat Prowess	Psylocke
Punisher Hero Card	Punisher
Punisher-Full Auto	Punisher



# POWER CARDZ™

## Abbreviations:

C	Common	Cha	Characters
Enh	Enhancements	Mis	Mission
Pop	Popular	R	Rare
UR	Ultra Rare		

## Full Set (180 cards)

#	Card Name	Type	Rarity
1	Spawn-Level 8:9:8:7	Cha	UR
2	Angela	Cha	R
3	Violator	Cha	Pop
4	Clown	Cha	Pop
5	Overkill	Cha	C
6	Terry Fitzgerald	Cha	C
7	Wanda Blake	Cha	C
8	Sam Blake	Cha	Pop
9	Twitch Williams	Cha	Pop
10	Spawn-Level 7:9:8:7	Cha	Pop
11	Commando Spawn	Cha	UR
12	Pilot Spawn	Cha	Pop
13	Ninja Spawn	Cha	UR
14	Giant Spawn	Cha	C
15	Al Simmons	Cha	R
16	Vacillator	Cha	R
17	Vaporizer	Cha	R
18	Victimizer	Cha	R
19	Vandalizer	Cha	R
20	Spawn-Level 6:8:8:7	Cha	R
21	Villifier	Cha	R
22	Admonisher	Cha	Pop
23	Angelic Servitors	Cha	Pop
24	Soul-Tropper	Cha	Pop
25	Kuan Yin	Cha	Pop
26	Anahita	Cha	Pop
27	Saranyu	Cha	Pop
28	Harry Houdini	Cha	Pop
29	Tremor	Cha	UR
30	Spawn-Level 5:7:7:6	Cha	Pop
31	Surielle	Cha	Pop
32	Gabrielle	Cha	C
33	Norton	Cha	C
34	Byron	Cha	C
35	The Nerd Gang	Cha	C
36	James	Cha	C
37	The Creep Gang	Cha	UR
38	The Redeemer	Cha	C
39	The Curse	Cha	C
40	Spawn-Level 4:7:6:5	Cha	C
41	Billy Kincaid	Cha	C
42	Concerned Citizens	Cha	C
43	Major Vale	Cha	C
44	Brains	Cha	C
45	Divvy	Cha	C
46	Smokey	Cha	C
47	Link	Cha	C
48	Tony Twist	Cha	UR
49	Sandalphon Dragon	Cha	UR
50	Spawn	Cha	R
51	Elemental Fire	Enh	C
52	Burns	Enh	Pop
53	C.I.A. Contact	Enh	C
54	Stasis Field	Enh	UR
55	Metatron	Enh	R
56	Callindra	Cha	C
57	Smut	Cha	C
58	Tick-Tacki	Cha	Pop
59	Wampyr	Cha	C
60	Med Spawn-Level 8:9:8:9	Cha	Pop
61	Guardian Angel	Cha	C
62	Drone Angel	Cha	C
63	Grandma Blake	Enh	C
64	Media Contact	Enh	C
65	Police Contact	Enh	Pop
66	Simmonsville	Enh	Pop
67	Elysium	Enh	Pop
68	Hell	Enh	Pop
69	The Overlap	Enh	Pop
70	Med Spawn-Level 7:9:8:6	Cha	Pop
71	Shadowlands	Enh	Pop
72	Spawnmobile	Enh	C
73	MacNeill & Volokhov	Enh	R
74	Prime Monad	Enh	R
75	Myrli Bond	Enh	UR
76	Angela's Lance	Enh	Pop
77	Abduct Cyan	Enh	C
78	Abduct Terry	Enh	Pop
79	Abduct Wanda	Enh	Pop
80	Med Spawn-Level 6:7:8:8	Cha	Pop
81	Robot Duplicate	Enh	Pop
82	Monster Rig	Enh	Pop

Strength 1	Archangel
Strength 2	Spider-Man
Strength 3	War Machine
Strength 4	Loki
Strength 5	Cyber
Strength 6	Super Skull
Strength 7	Thing
Strength 8	Abomination

## TEAMWORKS

Energy Teamwork	Multi (Cyclops, Beast, Wolverine)
Fighting Teamwork	Multi (Magneto, Juggernaut, Sabretooth)
Strength Teamwork	Multi (Thing, Mr. Fantastic, Human Torch)

## TRAININGS

Universe: Training	Archangel
Universe: Training	Black Cat
Universe: Training	Century
Universe: Training	Human Torch
Universe: Training	Jubilee
Universe: Training	Sauron

## UNIVERSE

Alien Technology	Professor X
Booster Shot	Cyber
Chain	Sabretooth
City Bus	Hulk
Crossbow	Wolverine
Divine Intervention	Loki
Dumpster	Iron Man
EM Force Lines	Magneto
Energy Booster	Storm
Energy Enhancer	Gambit
Energy Maximizer	Cyclops
Generator	Electro
Girder	Abomination
Hand Grenade	Black Widow
Hot Dog Cart	Venom
Hunk of Asphalt	Rhino
Lamp Post	Thing
Laser Pistol	Nebula
Machine Gun	Domino
Manhole Cover	Spider-Woman
Power Cosmic	Silver Surfer
Power Lines	Bishop
Rocket Launcher	Punisher
Sword	Bloody Mary
Taxi Cab	Colossus
Throwing Blades	Longshot
Tree	Rogue

## VENTURES

Age of Apocalypse 1	Bishop
Age of Apocalypse 2	Weapon X, Jean Grey
Age of Apocalypse 3	Sue Storm
Age of Apocalypse 4	Beast
Age of Apocalypse 5	Colossus
Age of Apocalypse 6	Holocaust
Age of Apocalypse 7	Apocalypse
Annihilation Affair 1	Deadpool
Annihilation Affair 2	General Ross
Annihilation Affair 3	Captain America
Annihilation Affair 4	Doctor Octopus
Annihilation Affair 5	Dac Samson
Annihilation Affair 6	Omega Red
Annihilation Affair 7	Hulk
Fatal Attractions 1	Exodus
Fatal Attractions 2	Cable
Fatal Attractions 3	Storm
Fatal Attractions 4	Magneto
Fatal Attractions 5	Wolverine
Fatal Attractions 6	Colossus
Fatal Attractions 7	Professor X
Infestation Incident 1	Brood Swarm
Infestation Incident 2	Punisher
Infestation Incident 3	Captain America
Infestation Incident 4	Nick Fury
Infestation Incident 5	Cyclops
Infestation Incident 6	Wolverine
Infestation Incident 7	Brood Queen
Infinity Gauntlet 1	Dr. Strange
Infinity Gauntlet 2	Adam Warlock
Infinity Gauntlet 3	Dr. Doom
Infinity Gauntlet 4	Galactus
Infinity Gauntlet 5	Thor
Infinity Gauntlet 6	Silver Surfer
Infinity Gauntlet 7	Thanos
Maximum Carnage 1	Kasady
Maximum Carnage 2	Venom
Maximum Carnage 3	Demogoblin
Maximum Carnage 4	Carrion
Maximum Carnage 5	Doppelganger
Maximum Carnage 6	Shriek
Maximum Carnage 7	Carnage

Punisher-Sniper	Punisher
Punisher-Smoke Screen	Punisher
Punisher-Secret Weapon	Punisher
Punisher-Vendetta	Punisher
Rhino Hero Card	Rhino
Rhino-Rhino Charge	Rhino
Rhino-Bowl Over	Rhino
Rhino-Rhino Hide	Rhino
Rhino-Pinball Blow	Rhino
Rhino-Romp n' Stomp	Rhino
Rogue Hero Card	Rogue
Rogue-Mutagenic Drain	Rogue
Rogue-Power Transfer	Rogue
Rogue-Sky Soar	Rogue
Rogue-Intercept Attack	Rogue
Rogue-Super Strength	Rogue
Sabretooth Hero Card	Sabretooth
Sabretooth-Bloodlust	Sabretooth
Sabretooth-Danger Scent	Sabretooth
Sabretooth-Blood Hunt	Sabretooth
Sabretooth-Healing Factor	Sabretooth
Sabretooth-Wildcat Attack	Sabretooth
Silver Surfer Hero Card	Silver Surfer
Silver Surfer-Force Shield	Silver Surfer
Silver Surfer-Cosmic Healing	Silver Surfer
Silver Surfer-Energy Projection	Silver Surfer
Silver Surfer-Rearrange Matter	Silver Surfer
Silver Surfer-Power Cosmic	Silver Surfer
Spider-Man Hero Card	Spider-Man
Spider-Man-Arachnid Agility	Spider-Man
Spider-Man-Web	Spider-Man
Spider-Man-Web Shield	Spider-Man
Spider-Man-Spider Sense	Spider-Man
Spider-Man-Wall Crawl	Spider-Man
Spider-Woman Hero Card	Spider-Woman
Spider-Woman-Psi Web	Spider-Woman
Spider-Woman-Web Lines	Spider-Woman
Spider-Woman-Arachnophobia	Spider-Woman
Spider-Woman-Spider Attack	Spider-Woman
Spider-Woman-Spider Strength	Spider-Woman
Storm Hero Card	Storm
Storm-Hurricane Winds	Storm
Storm-Emotional Outburst	Storm
Storm-Flight	Storm
Storm-Summon Elemental Power	Storm
Storm-Chain Lightning	Storm
Thing Hero Card	Thing
Thing-Revolution Development	Thing
Thing-Rock Skin	Thing
Thing-Temper Tantrum	Thing
Thing-Bear Hug	Thing
Thing-Clobberin' Time	Thing
Thor Hero Card	Thor
Thor-Protect Teammate	Thor
Thor-Power of Asgard	Thor
Thor-God of Thunder	Thor
Thor-Mjolnir Speaks	Thor
Thor-Mystic Uru Metal	Thor
Venom Hero Card	Venom
Venom-Rampage	Venom
Venom-Panic Attack	Venom
Venom-Symbiotic Snare	Venom
Venom-Alien Webbing	Venom
Venom-Creepy Crawler	Venom
War Machine Hero Card	War Machine
War Machine-Battle Computer	War Machine
War Machine-Energy Shield	War Machine
War Machine-Guided Missile	War Machine
War Machine-Unleash Arsenal	War Machine
War Machine-Hidden Weapon	War Machine
Wolverine Hero Card	Wolverine
Wolverine-Heal	Wolverine
Wolverine-Fighting Instinct	Wolverine
Wolverine-Wounded Animal	Wolverine
Wolverine-Berserk Attack	Wolverine
Wolverine-Snikt!	Wolverine

## POWERS

Energy 1	Nebula
Energy 2	Black Cat
Energy 3	Sauron
Energy 4	Electro
Energy 5	Century
Energy 6	Storm
Energy 7	Cyclops
Energy 8	Professor X
Fighting 1	Bloody Mary
Fighting 2	Black Widow
Fighting 3	Longshot
Fighting 4	Nightcrawler
Fighting 5	Venom
Fighting 6	Wolverine
Fighting 7	Domino
Fighting 8	Cyber
MultiPower 1	Century
MultiPower 2	Iron Man
MultiPower 3	Nightcrawler
MultiPower 4	Super Skull



# HAND BOO

## What you need to know about the InQuest MAGIC Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for *Magic: The Gathering* available, along with one other collectible card game in the Players Guide Spotlight.

### POWER RATINGS

..... **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

.... **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

... **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

.. **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

### SAMPLE LISTING

Book of Rass	ART	U	••	Sev	6	DK	Whenever anyone loses a land, each lost land.
2: Sacrifice 2 life to draw 1 card.							Disrupting Scepter
Bottle of Suleiman	ART	R	•••	1M	4	AN,R	3, T: Opponent must discard during turn of controller.
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.							Draconian Cylind
• Bronze Tablet	ART	R	•	TWA	6	AQ,4TH	2, T: Randomly discard a target creature.
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.							Dragon Engine
• Candelabra of Tawmos	ART	R	••••	DSh	1	AQ	2: +1/+0 until end of turn.
X: Untap X separate lands.							Ebony Horse
Celestial Prism	ART	U	••••	AW	3	A,B,U,R,4TH	2: Untap one of your attacked, except that del another creature.
2, T: Provides 1 mana of any color (play as an interrupt).							Elven Lyre
• Chaos Orb	ART	R	••••	MT	2	A,B,U	1, T: Sacrifice Elven Lyre t of turn.
1: Flip card from height of one foot. If it rotates 360 degrees, any							• Feldon's Cane
							0: Rashuffle your gravev from game when it is use

### RARITY

*InQuest* is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

#### C Common

Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

#### U Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

#### R Rare

Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

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▲ Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take 5 damage. How do we know all that? Because our Lord Cthulhu told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts listed below. Cthulhu had next to nothing to do with it.



### SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- C** — Description. The description of exactly what the card can do.
- D** — Flavor Text. A funny or informative quote, usually historical in nature.
- E** — Artist.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbol means he is from the *Legends* set.
- H** — Power/Toughness. Only present for creatures.



ARTIST  
ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAI
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBR
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Faglio, Kaja	KFo
Faglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	KRF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMA
Masness, Phillip	PMA
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Organ-Kean, Margaret	MOK
Poole, Mark	MPo
Raabe, Mike	MRA
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSH
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Nè Nè	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

## CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SOR	Sorcery

SET  
ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

## SPOTLIGHT:

## SHADOWFIST

SHADOWFIST  
CARD DESCRIPTION

**A. Card Name:** Believe it or not, this is where they put the name of the card.

**B. Description:** This tells you what the card does. If a character has any special abilities, they're listed here.

**C. Flavor Text:** In game terms, this little line of italicized text is meaningless. (But a lot of them are funny to read anyway.)

**D. Cost:** Letters represent resource requirements for putting cards into play, while numbers indicate the amount of power you have to spend to play the card.

**E. Artist:** The swell guy or gal who has graced us with the card's lovely picture.

**F. Resources:** If the card provides you with any resources, they're listed here. In the players guide, the resources a site produces (if any) are listed under the Power heading.

**G. Fight Score:** The combat value of a character. This is how much damage it deals and can suck up before it dies.

**H. Power:** The amount of power a site generates at the beginning of each of your turns. In addition, any resources the site produces are listed under this heading in the players guide.

**I. Body:** The amount of damage a site can take before it is crushed.

**J. Type:** Some sites are sites, others are *feng shui* sites, and still others are something else.

**K. Subtitle:** A more general description of the character. Some cards refer to specific subtitles.

**L. Category:** This tells you if a card is an Event, Edge, or State.

This month we give you all the in-depth info for the rip-roaring, high-flying, cheesy martial arts game *Shadowfist*. In the game of *Shadowfist*, players control characters of various factions who are trying to control the world's *feng shui* sites (places of mystical power). You can play your own *feng shui* sites, but sooner or later, you'll have to take one from someone else, and don't think they're gonna let you grab it without a fight. And watch out who you send in for combat. Your characters could get smoked, or even worse, toasted. That's right, when it comes to cheese, this game has it all—everything from gun-toting karate street punks to kick-ass Confucian monks to mad scientists from the future. Don't say we didn't warn you...

## SHADOWFIST

## Abbreviations

A	Ascended
c	Chi
D	Dragons
h	High Tech
E	Eaters of the Lotus
m	Magic
F	Architects of the Flesh
G	Guiding Hand
J	Jammers
M	Four Monarchs

## SHADOWFIST

## Artists

Since many of the artists who worked on *Shadowfist* also worked on *Magic* cards, if an artist name is not listed here, you can refer to the *Magic* artist list.

Bruton, Heather	HBr
Detwiler, Dennis	DDt
Lee, April	ALe
Rousselle, Ron	RRo
Vick, Diana	DVi
Yamashita, Kumi	KYa





# INQUEST

## players guide

Name Kind Rarity Rating Artist Cost Sets Found  
Description

### ARTIFACTS

<b>Aeolipile</b>	ART	R	••	HHu	1	FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.						
<b>Al-abara's Carpet</b>	ART	R	•••	KFo	5	LG
5, T: Prevent all damage done to you by attacking non-flying creatures.						
<b>Aladdin's Lamp</b>	ART	U	•••	MTe	10	AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
<b>Aladdin's Ring</b>	ART	U	•••	DFr	8	AN,R,4TH
8, T: Do 4 damage to any target.						
<b>Alchor's Tomb</b>	ART	R	•••	HMk	4	LG
2, T: Change the color of target permanent you control.						
<b>Amulet of Kroog</b>	ART	C	••	MOK	2	AQ,4TH
2, T: Prevent 1 damage to any target.						
<b>Ankh of Mishra</b>	ART	R	••	AWe	2	A,B,U,R,4TH
Do 2 damage to any player who puts a new land into play.						
<b>Arena of the Ancients</b>	ART	R	••	TWü	3	LG, CH
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.						
<b>Armageddon Clock</b>	ART	U	••	AWe	6	AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.						
<b>Ashnod's Altar</b>	ART	U	••	AMa	3	AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).						
<b>Ashnod's Battle Gear</b>	ART	U	••	MPo	2	AQ, 4TH
2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
<b>Ashnod's Transmogrator</b>	ART	U	•••	MTe	1	AQ, CH
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator after it has been used.						
<b>Balm of Restoration</b>	ART	R	••	MOK	2	FE
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.						
<b>Barl's Cage</b>	ART	R	••••	TWü	4	DK, CH
3: Target creature does not untap as usual in its controller's next untap phase.						
<b>Basalt Monolith</b>	ART	U	•••	JMy	3	A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.						
<b>Battering Ram</b>	AC	C	••	JMe	2	AQ,4TH
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.						
<b>Black Lotus</b>	ART	R	•••••	CRu	0	A,B,U
1: Discard to add 3 mana of any single color to your mana pool.						
<b>Black Mana Battery</b>	ART	R	•••	AMa	4	LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).						
<b>Black Vise</b>	ART	U	••••	RTh	1	A,B,U,R,4TH
Do 1 damage for each card over four opponent has in hand during upkeep.						
<b>Blue Mana Battery</b>	ART	R	•••	AWe	4	LG,4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).						
<b>Bone Flute</b>	ART	U	••	CRu	2	DK
T: Give all creatures -1/-0 until end of turn.						
<b>Book of Ross</b>	ART	U	••	SEv	6	DK, CH
2: Sacrifice 2 life to draw 1 card.						
<b>Bottle of Suleiman</b>	ART	R	•••	JMy	4	AN,R
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
<b>Brass Man</b>	AC	U	•••	CRu	1	AN,R,4TH
Pay 1 during upkeep to untap. 1/3.						
<b>Bronze Horse</b>	AC	R	••	MPo	7	LG, CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.						
<b>Bronze Tablet</b>	ART	R	•	TWü	6	AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
<b>Candelabra of Tawnos</b>	ART	R	•••••	DSh	1	AQ
X: Untap X separate lands.						

Name Kind Rarity Rating Artist Cost Sets Found  
Description

<b>Celestial Prism</b>	ART	U	••••	AWe	3	A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).						
<b>Chaos Orb</b>	ART	R	••••	MTe	2	A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
<b>City in a Bottle</b>	ART	R	••	DTu	2	AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
<b>Clay Statue</b>	AC	C	•••	JMy	4	AQ,4TH
2: Regenerates. 3/1.						
<b>Clockwork Avian</b>	AC	R	•••	RAF	5	AQ,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.						



**The Wretched:** Before Seraph and the Kravikan Vampire, there was The Wretched. Even more potent than his Ice Age friends, The Wretched doesn't even have to kill a creature to control it; all he has to do is block or be blocked! Cards like Gaseous Form and Horn of Deafening can insure that The Wretched won't die or kill the creature it plans on taking over.

<b>Clockwork Beast</b>	AC	R	•••	DTu	6	A,B,U,R,4TH
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4.						
<b>Cool Golem</b>	AC	U	•	CRu	5	DK
3: Sacrifice Golem to add RRR to your mana pool. 3/3.						
<b>Colossus of Sardia</b>	AC	R	••••	JMy	9	AQ,4TH
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.						
<b>Conch Horn</b>	ART	R	•••	Pfo	2	FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.						
<b>Conservator</b>	ART	U	•	AWe	4	A,B,U,R,4TH
3, T: Negate the loss of up to 2 life.						
<b>Copper Tablet</b>	ART	U	••	AWe	2	A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
<b>Coral Helm</b>	ART	R	••	AWe	3	AQ,4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.						
<b>Crystal Rod</b>	ART	U	••	AWe	1	A,B,U,R,4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
<b>Cursed Rack</b>	ART	U	••	RTh	4	AQ,4TH
Opponent must discard to 4 cards during discard phase.						

Name Kind Rarity Rating Artist Cost Sets Found  
Description

<b>Cyclopean Tomb</b>	ART	R	•••	AMa	0	A,B,U
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.						
<b>Dancing Scimitar</b>	AC	R	•••	AMa	4	AN,R,4TH
Flying. 1/5.						
<b>Dark Sphere</b>	ART	U	••••	MTe	0	DK
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.						
<b>Delif's Cone</b>	ART	U	••	MTe	0	FE
T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.						
<b>Delif's Cube</b>	ART	R	••••	MTe	0	FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.						
<b>Diabolic Machine</b>	AC	U	••	AMa	7	DK,4TH
3: Regenerates. 4/4.						
<b>Dingus Egg</b>	ART	R	••	DFr	4	A,B,U,R,4TH
Whenever anyone loses a land, do 2 damage to that player for each lost land.						
<b>Disrupting Scepter</b>	ART	R	•••	DFr	3	A,B,U,R,4TH
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.						
<b>Draconian Cylind</b>	ART	R	••	EBe	2	FE
2, T: Randomly discard a card from your hand to regenerate target creature.						
<b>Dragon Engine</b>	AC	C	••	AMa	3	AN,R,4TH
2: +1/+0 until end of turn. 1/3.						
<b>Ebony Horse</b>	ART	R	•	DWü	3	AN,R,4TH
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
<b>Elven Lyre</b>	ART	R	••	KFo	2	FE
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.						
<b>Feldon's Cane</b>	ART	U	••••	MTe	1	AQ, CH
0: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.						
<b>Fellwar Stone</b>	ART	U	••••	QHo	2	DK,4TH
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).						
<b>Flying Carpet</b>	ART	R	••••	MTe	4	AN,R,4TH
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
<b>Forcefield</b>	ART	R	••••	DFr	3	A,B,U
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.						
<b>Forethought Amulet</b>	ART	R	•••	MBE	5	LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.						
<b>Fountain of Youth</b>	ART	U	••••	DGe	0	DK, CH
2, T: Gain 1 life.						
<b>Gauntlet of Might</b>	ART	R	•••••	CRu	4	A,B,U
All mountains produce an extra mana. Give all red creatures +1/+1.						
<b>Gauntlets of Chaos</b>	ART	R	••••	DFr	5	LG, CH
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.						
<b>Glasses of Urza</b>	ART	U	•••	DSh	1	A,B,U,R,4TH
T: Look at opponent's hand. No, his cards!						
<b>Golgathian Sylex</b>	ART	R	•	KKa	4	AQ
1: Discard all Antiquities cards, including Golgathian Sylex, from play.						
<b>Grapeshot Catapult</b>	AC	C	•••	DFr	4	AQ,4TH
T: Do 1 damage to a target flying creature. 2/3.						
<b>Green Mana Battery</b>	ART	R	••••	CRu	4	LG,4TH
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).						
<b>Helm of Chatzuk</b>	ART	R	•••	MTe	1	A,B,U,R,4TH
1, T: Give one creature banding ability until end of turn.						
<b>Hive, The</b>	ART	R	•••	SEv	5	A,B,U,R,4TH
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.						
<b>Horn of Deafening</b>	ART	R	••••	DFr	4	LG, CH
2, T: Target creature deals no damage in combat this turn.						
<b>Howling Mine</b>	ART	R	••••	MPo	2	A,B,U,R,4TH
Everyone must draw an extra card during his or her draw phase.						
<b>Icy Manipulator</b>	ART	U	•••••	DSh	4	A,B,U
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.						
<b>Illusory Mask</b>	ART	R	•••	AWe	2	A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.						
<b>Implements of Sacrifice</b>	ART	R	•••	MOK	2	FE
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.						
<b>Iron Star</b>	ART	U	••	DFr	1	A,B,U,R,4TH
1. Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.						



• Restricted/Banned  
 AC Artifact Creature  
 ART Artifact  
 EA Enchant Artifact  
 EC Enchant Creature  
 EF Enchant Enchantment  
 EL Enchant Land  
 EN Enchantment  
 EW Enchant World  
 INS Instant  
 INT Interrupt  
 LAN Land  
 SC Summon Creature  
 SOR Sorcery  
 CU Cumulative Upkeep





# players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Time Vault</b>	ART	R	♦♦♦♦	MTe	2	A,B,U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
<b>Tormod's Crypt</b>	ART	U	♦♦♦♦	CRu	0	DK, CH
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
<b>Tower of Coireall</b>	ART	U	♦♦	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn.						
<b>Triassic Egg</b>	ART	R	♦♦♦	Dfr	4	LG, CH
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						



RABID WOMBAT



DIVINE TRANSFORMATION

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Zelyon Sword</b>	ART	R	♦♦♦	SKi	3	FE
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.						

## BLACK

<b>Abomination</b>	SC	U	♦♦♦	MTe	BB3	LG, 4TH
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.						
<b>Abyss, The</b>	EW	R	♦♦♦	PVe	B3	LG
Each player must bury a target non-artifact creature he or she controls during upkeep.						
<b>All Hallow's Eve</b>	EN	R	♦♦♦	CRu	BB2	LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.						
<b>Animate Dead</b>	EC	U	♦♦♦♦	AMa	B1	A,B,U,R, 4TH
Bring a creature from any graveyard into play on your side with -1 power.						
<b>Armor Thrull</b>	SC	C	♦♦♦♦	MuH	B2	FE
T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe. 1/3.						

## Rabid Wombat & Divine Transformation:

It's out of control! It's rabid! It's... divine? You bet! Throw a Divine Transformation on a Rabid Wombat and it gains +5/+5! Holy marsupial, Batman! The Wombat options are endless: Aspect of Wolf, Web, Holy Strength—they all pump up this eager beaver (uh, marsupial). Try an Unholy Strength and Flight for a massive Serra-bat!

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Cyclopean Mummy</b>	SC	C	♦	EBe	B1	LG, 4TH
Remove Mummy from game if it goes to graveyard. 2/1.						
<b>Dark Ritual</b>	INT	C	♦♦♦♦	SEv	B	A,B,U,R, 4TH
Add BBB to your pool of mana.						

<b>Darkness</b>	INS	C	♦♦♦♦	HMt	B	LG
Creatures attack and block as normal but deal no damage.						
<b>Darkpact</b>	SOR	R	♦♦♦♦	QHo	BBB	A,B,U,R
Swap your topmost untapped card with either ante card.						
<b>Deathgrip</b>	EN	U	♦♦♦	AMa	BB	A,B,U,R, 4TH
BB: Counter a green spell (play as an interrupt).						
<b>Deathlace</b>	INT	R	♦♦♦	SEv	B	A,B,U,R, 4TH
Change the color of one card being played or in play to black.						
<b>Demonic Attorney</b>	SOR	R	♦♦♦	DGe	B	A,B,U,R
Unless opponent concedes game, both players must draw an extra ante card.						
<b>Demonic Hordes</b>	SC	R	♦♦♦♦	JMy	BBB3	A,B,U,R
T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.						
<b>Demonic Torment</b>	EC	U	♦♦♦♦	AMa	B2	LG
Target creature deals no damage during combat and may not attack in play or						
<b>Demonic Tutor</b>	SOR	U	♦♦♦♦	DSh	B1	A,B,U,R
Choose one card from your library, then reshuffle your library.						
<b>Derelor</b>	SC	R	♦♦	AMa	B3	FE
Your black spells cost an additional B. 4/4.						
<b>Drain Life</b>	SOR	C	♦♦♦	DSh	B1X	A,B,U,R, 4TH
Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.						
<b>Drudge Skeletons</b>	SC	C	♦♦♦♦	SEv	B1	A,B,U,R, 4TH
B: Regenerates. 1/1.						
<b>Eater of the Dead</b>	SC	U	♦♦♦	JMy	B4	DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.						
<b>Ebon Praetor</b>	SC	R	♦♦♦	RAF	B4	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
<b>El-Hajjaj</b>	SC	R	♦♦♦	DWl	BB1	AN, 4TH
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
<b>Erg Raiders</b>	SC	C	♦♦	DWl	B1	AN, 4TH
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
<b>Evil Eye Orbs-Buy-Gore</b>	SC	U	♦♦♦	JMy	B4	LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.						
<b>Evil Presence</b>	EL	U	♦♦♦	SEv	B	A,B,U,R, 4TH
Target land is now a basic swamp.						
<b>Fallen, The</b>	SC	U	♦♦	JMy	BBB1	DK, CH
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.						
<b>Fallen Angel</b>	SC	U	♦♦♦♦	DSh	BB3	LG, CH
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.						
<b>Fear</b>	EC	C	♦♦♦♦	MPo	BB	A,B,U,R, 4TH
Only black or artifact creatures may block target creature.						
<b>Frankenstein's Monster</b>	SC	R	♦♦♦	AMa	BBX	DK
Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.						
<b>Frozen Shade</b>	SC	C	♦♦♦	DSh	B2	A,B,U,R, 4TH
B: +1/+1 until end of turn. 0/1.						
<b>Gate to Phyrexia</b>	EN	U	♦♦♦	SEv	BB	AQ
Sacrifice one of your creatures during your upkeep to destroy any one artifact.						
<b>Ghosts of the Damned</b>	SC	C	♦	EBe	BB1	LG
T: Make target creature -1/-0 until end of turn. 0/2.						
<b>Giant Slug</b>	SC	C	♦♦♦	AMa	B	LG, CH
5: Give Slug landwalk ability of your choice on your next turn. 1/1.						
<b>Gloom</b>	EN	U	♦♦♦♦	Dfr	B2	A,B,U,R, 4TH
0/1. White spells and white enchantment activation costs now require 3 extra mana.						
<b>Glyph of Doom</b>	INS	C	♦	SVC	B	LG
Creatures blocked by target wall are destroyed after combat.						
<b>Grave Robbers</b>	SC	R	♦♦♦	QHo	BB1	DK
B: T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.						
<b>Greed</b>	EN	R	♦♦♦	PFo	B3	LG, 4TH
B: Draw an extra card and sacrifice 2 life.						
<b>Guardian Beast</b>	SC	R	♦♦♦♦	KMe	B3	AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
<b>Hasran Ogress</b>	SC	C	♦	Dfr	BB	AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.						
<b>Haunting Wind</b>	EN	U	♦♦	JMe	B3	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.						
<b>Headless Horseman</b>	SC	C	♦♦	QHo	B2	LG
2/2.						
<b>Hell Swarm</b>	INS	C	♦	CRu	B	LG
Make all creatures -1/-0 until end of turn.						
<b>Hell's Caretaker</b>	SC	R	♦♦♦♦	SEv	B3	LG, CH
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.						

<b>Triskelion</b>	AC	R	♦♦♦♦	DSh	6	AQ, 4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.						
<b>Urza's Avenger</b>	AC	R	♦♦♦♦	AWe	6	AQ, 4TH
0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4.						
<b>Urza's Chalice</b>	ART	C	♦♦	JMe	1	AQ
1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.						
<b>Urza's Miter</b>	ART	R	♦♦	RAF	3	AQ
3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.						
<b>Voodoo Doll</b>	ART	R	♦♦♦	SEv	6	LG, CH
Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on target. XX, T: Do X damage to one target.						
<b>Wall of Spears</b>	AC	C	♦♦	SEv	3	AQ, 4TH
First strike, counts as a wall. 2/3.						
<b>Wand of Ith</b>	ART	U	♦♦♦♦	QHo	4	DK
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.						
<b>War Barge</b>	ART	U	♦♦♦♦	TWb	4	DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.						
<b>Weakstone</b>	ART	U	♦♦	JHa	4	AQ
All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.						
<b>White Mana Battery</b>	ART	R	♦♦♦	AWa	4	LG, 4TH
2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).						
<b>Winter Orb</b>	ART	R	♦♦♦	MTe	2	A,B,U,R, 4TH
Each player may only untap up to 1 land during untap phase.						
<b>Wooden Sphere</b>	ART	U	♦♦	MTe	1	A,B,U,R, 4TH
1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						
<b>Yotian Soldier</b>	AC	C	♦♦♦	CRu	3	AQ, 4TH
Yotian Soldier does not tap when attacking. 1/4.						

Artifact Possession	EA	C ♦♦	CRu B2	AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.				
Ashes to Ashes	SOR	U ♦♦♦	DTu BB1	DK,4TH
Remove two non-artifact creatures from the game and lose 5 life.				
Bad Moon	EN	R ♦♦♦♦	JMy B1	A,B,U,R,4TH
All black creatures in play get +1/+1.				
Banshee	SC	U ♦♦♦	JMy BB2	DK, CH
X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.				
Basal Thrull	SC	C ♦	MuH BB	FE
T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, PFo, RKF, CRu. 1/2.				
Black Knight	SC	U ♦♦♦♦	JMe BB	A,B,U,R,4TH
Protection from white, first strike. 2/2.				
Blight	EL	U ♦♦♦	PVe BB	LG,4TH
If target land is tapped, destroy it at end of turn.				
Bog Imp	SC	C ♦♦	RSp B1	DK, 4TH
Flying. 1/1.				
Bog Rats	SC	C ♦♦♦	RSp B	DK, CH
Cannot be blocked by walls. 1/1.				
Bog Wraith	SC	U ♦♦♦	JMe B3	A,B,U,R,4TH
Swampwalk. 3/3.				
Breeding Pit	EN	U ♦♦♦♦	AMa B3	FE
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.				
Carrian Ants	SC	U ♦♦♦♦	RTh BB2	LG,4TH
1: +1/+1 until end of turn. 0/1.				
Chains of Mephistopheles	EN	R ♦	HHu B1	LG
Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.				
Contract from Below	SOR	R ♦♦♦♦	DSh B	A,B,U,R
Discard your hand; draw a new ante card plus seven cards.				
Cosmic Horror	SC	R ♦♦♦	JMy BBB3	LG,4TH
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.				
Cuombaji Witches	SC	C ♦♦♦	KFo BB	AN, CH
T: Each player does 1 damage to any target. 1/3.				
Curse Artifact	EA	U ♦	MTe BB2	DK
Controller of target artifact must bury target during upkeep or lose 2 life.				
Cursed Land	EL	U ♦♦♦	JMy BB2	ABUR,4TH
Do 1 damage to controller of target land during upkeep.				



Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	
<b>Hellfire</b> Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	****	PVe	BBB2	LG	<b>Nameless Race</b> Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */.	SC	R	***	QHo	B3	DK	<b>Season of the Witch</b> At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.	EN	R	**	JMy	BBB		DK
<b>Horror of Horrors</b> Sacrifice a swamp to regenerate a black creature.	EN	U	***	MTe	BB3	LG	<b>Necrite</b> If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.	SC	C	**	Multi	BB1	FE	<b>Sengir Vampire</b> Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.	SC	U	****	AMa	BB3	A,B,U,R,4TH	
<b>Howl from Beyond</b> Target creature gains +X/+0 until end of turn.	INS	C	****	MPo	BX	A,B,U,R,4TH	<b>Nether Shadow</b> If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.	SC	R	***	CRu	BB	A,B,U,R,4TH	<b>Sewars of Estark</b> If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.	INS	R	***	MBe	BB2		BOOK
<b>Hymn to Touroach</b> Target player randomly discards two cards in hand. Artists: LDa, QHo, SKi,SVC.	SOR	C	****	Multi	BB	FE	<b>Nether Void</b> Counter all spells unless their casters pay an extra 3.	EW	R	***	HMc	B3	LG	<b>Shimian Night Stalker</b> Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.	SC	U	***	JMy	BB3	LG, CH	
<b>Hypnotic Specter</b> Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2	SC	U	****	DSh	BB1	A,B,U,R,4TH	<b>Neitling Imp</b> T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	U	***	QHo	B2	A,B,U,R	<b>Simulacrum</b> Retroactively divert all damage done to you this turn to one of your creatures.	INS	U	****	MPo	B1	A,B,U,R,4TH	
<b>Imprison</b> 1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	****	CRu	B	LG	<b>Nightmare</b> Flying. Power and toughness equal number of swamps controller has in play. */.	SC	R	****	MBe	B5	A,B,U,R,4TH	<b>Sinkhole</b> Destroy a land.	SOR	C	***	SEv	BB		A,B,U
<b>Infernal Medusa</b> Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	***	AMa	BB3	LG	<b>Order of the Ebon Hand</b> Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.	SC	C	****	Multi	BB	FE	<b>Sorceress Queen</b> T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.	SC	R	****	KFo	BB1	AN,R,4TH	
<b>Initiates of the Ebon Hand</b> 1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDa, KFo, HHu. 1/1.	SC	C	***	Multi	B	FE	<b>Oubliette</b> Place target creature out of play.	EN	C	****	DSh	BB1	AN	<b>Soul Exchange</b> Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this	SOR	U	****	AWa	BB		FE
<b>Inquisition</b> Examine target player's hand. Do 1 damage to for each white card in hand.	SOR	C	*	AMa	B2	DK															



RECALL



FORK

**Recall & Fork:** Can somebody explain why Wizards of the Coast decided to reprint one of the most powerful cards in *Legends*? On second thought, who cares? Now that you've got your own Recall, try this trick: cast Recall for a respectable amount, then Fork it. You get double the cards, but don't have to discard any more cards or spend any more mana. It's twice as nice!

<b>Jovial Evil</b> Do 2 damage to opponent for each white creature opponent controls.	SOR	R	**	CRu	B2	LG
<b>Junun Efreit</b> Flying. Pay BB during upkeep or Junun Efreit is destroyed. 3/3.	SC	U	***	CRu	BB1	AN,4TH
<b>Juzam Djinn</b> Lose 1 life during upkeep. 5/5.	SC	R	****	MTe	BB2	AN
<b>Khabal Ghoul</b> Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.	SC	R	****	DSh	B2	AN
<b>Lesser Werewolf</b> B: Give Werewolf -1/-0 until end of turn. Put a 0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.	SC	U	***	QHo	B3	LG
<b>Lich</b> Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.	EN	R	**	DGe	BBBB	A,B,U
<b>Lord of the Pit</b> Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.	SC	R	***	MTe	BBB4	A,B,U,R,4TH
<b>Lost Soul</b> Swampwalk. 2/1.	SC	C	**	RAF	BB1	LG,4TH
<b>Marsh Gas</b> Make all creatures -2/-0 until end of turn.	INS	C	*	DSh	B	DK,4TH
<b>Mindstab Thrull</b> If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.	SC	C	**	Multi	BB1	FE
<b>Mind Twist</b> Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	****	JBa	BX	A,B,U,R,4TH
<b>Mold Demon</b> Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	*	JMy	BB5	LG
<b>Murk Dwellers</b> If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.	SC	C	***	DTu	B3	DK,4TH

<b>Paralyze</b> Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Target creature when Paralyze is cast.	EC	C	***	AMa	B	A,B,U,R,4TH
<b>Pestilence</b> B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.	EN	C	****	JMy	B2	A,B,U,R,4TH
<b>Phryxian Gremlins</b> T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.	SC	C	****	AWe	B2	AQ
<b>Pit Scorpion</b> If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.	SC	C	**	SKi	B2	LG
<b>Plague Rats</b> Power and toughness equal number of Plague Rats in play. */.	SC	C	**	AMa	B2	A,B,U,R,4TH
<b>Priest of Yawgmoth</b> T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	*	MTe	B1	AQ
<b>Quagmire</b> Creatures with swampwalk may be blocked.	EN	U	**	Dfr	B2	LG
<b>Rag Man</b> BBB. T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	***	DGe	BB2	DK,4TH
<b>Raise Dead</b> Bring a creature from your graveyard into your hand.	SOR	C	***	JMe	B	A,B,U,R,4TH
<b>Royal Assassin</b> T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.	SC	R	****	TWa	BB1	A,B,U,R,4TH
<b>Sacrifice</b> Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.	INT	U	*	Dfr	B	A,B,U,R
<b>Scathe Zombies</b> 2/2.	SC	C	**	JMy	B2	A,B,U,R
<b>Scavenging Ghoul</b> At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.	SC	U	***	JMe	B3	A,B,U,R,4TH

<b>Touch of Darkness</b> Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.	INS	U	***	PVe	B0	LG
<b>Touroach's Chant</b> Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.	EN	U	***	RKF	BB1	FE
<b>Touroach's Gate</b> You may only cast Touroach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Touroach's Gate when there are no time counters on it. 0: Tap the land Touroach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.	EL	R	**	SEv	BB1	FE
<b>Transmutation</b> Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.	INS	C	***	SVC	B1	LG, CH
<b>Uncle Istvan</b> Creatures cannot damage Uncle Istvan. 1/3.	SC	U	***	DGe	BBB1	DK,4TH
<b>Underworld Dreams</b> Do 1 damage to opponent for each card drawn.	EN	U	****	JBa	BBB	LG
<b>Unholy Strength</b> Target creature gains +2/+1.	EC	C	***	DSh	B	A,B,U,R,4TH
<b>Vampire Bats</b> Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.	SC	C	**	AMa	B	LG,4TH
<b>Walking Dead</b> B: Regenerates. 1/1.	SC	C	****	Dfr	B1	LG
<b>Wall of Bone</b> B: Regenerates. 1/4.	SC	U	**	AMa	B2	A,B,U,R,4TH
<b>Wall of Putrid Flesh</b> Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.	SC	U	**	RTh	B2	LG
<b>Wall of Shadows</b> Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.	SC	C	***	PVe	BB	LG, CH
<b>Wall of Tombstones</b> * = the number of creatures in your graveyard. 0/1+*	SC	U	*	Dfr	B1	LG
<b>Warp Artifact</b> Do 1 damage to target artifact's controller during upkeep.	EA	R	***	AWe	BB	A,B,U,R,4TH

•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery

CU Cumulative Upkeep





# players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Weakness</b> Target creature loses -2/-1.	EC	C	♦♦♦	DSh	BO	A,B,U,R,4TH
<b>Will-O'-The-Wisp</b> Flying. B: Regenerates. 0/1.	SC	R	♦♦♦♦	JMy	B	A,B,U,R,4TH
<b>Word of Binding</b> Top X creatures.	SOR	C	♦♦	RSp	BBX	DK,4TH
<b>Word of Command</b> Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.	INS	R	♦	JMy	BB	A,B,U
<b>Worms of the Earth</b> No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.	EN	R	♦	AMa	BBB2	DK
<b>Wretched</b> After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.	SC	R	♦♦	CRu	BB3	LG, CH
<b>Xenic Polltergeist</b> T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.	SC	R	♦♦	Dfr	BB1	AQ,4TH
<b>Yawgmoth Demon</b> Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon taps to do 2 damage to you. 6/6.	SC	R	♦♦	Sev	BB4	AQ, CH



HELL'S CARETAKER



RUKH EGG

**Hell's Caretaker & Rukh Egg:** Here's one of the more ruthless combos in the game. Sacrifice a Rukh Egg to the Hell's Caretaker, and you get a 4/4 flying creature. Next turn, sacrifice one of your other creatures to get the Rukh Egg back. On the turn after that, "sac" the Egg for another flying beastie. Get the picture? This trick works even better with two Rukh Eggs. Warning: you may find yourself losing your friends faster than your eggs.

**Zombie Master** SC R ♦♦ JMe BB1 A,B,U,R,4TH  
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.

## BLUE

<b>Acid Rain</b> Destroy all forests in play.	SOR	R	♦♦	NTh	U3	LG
<b>Air Elemental</b> Flying. 4/4.	SC	U	♦♦♦	RTh	UU3	A,B,U,R,4TH
<b>Amnesia</b> Examine target player's hand. Target discards all non-land cards in hand.	SOR	U	♦♦	MPo	UUU3	DK
<b>Ancestral Recall</b> Target player must draw 3 cards.	INS	R	♦♦♦♦	MPo	U	A,B,U
<b>Animatte Artifact</b> Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.	EA	U	♦♦	DSh	U3	A,B,U,R,4TH
<b>Anti-Magic Aura</b> Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.	EC	C	♦♦♦	DSh	U2	LG
<b>Apprentice Wizard</b> U, T: Add 3 to your mana pool (play as an interrupt). 0/1.	SC	C	♦♦	Dfr	UU1	DK,4TH
<b>Azure Drake</b> Flying. 2/4.	SC	U	♦♦	Dfr	U3	LG, CH
<b>Backfire</b> For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.	EC	U	♦♦	BSn	U	LG,4TH
<b>Blue Elemental Blast</b> Counter a red spell being cast or destroys a red card in play.	INT	C	♦♦	RTh	U	A,B,U,R,4TH

**Deep Water** EN C ♦♦ JMe UU DK  
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.

<b>Devoiring Deep</b> Islandwalk. 1/2.	SC	C	♦♦	LDa	U2	LG
<b>Drantna's Restoration</b> Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	♦♦	AWe	U	AQ
<b>Drain Power</b> Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.	SOR	R	♦♦♦	DSh	UU	A,B,U,R,4TH
<b>Dream Coat</b> Change target creature's color to another color (play as an interrupt).	EC	U	♦♦	AWa	U	LG
<b>Drowned</b> B: Regenerates. 1/1.	SC	C	♦	QHo	U1	DK
<b>Elder Spawn</b> Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	♦	JMy	UUU4	LG
<b>Electric Eel</b> RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.	SC	U	♦♦	AMa	U	DK
<b>Enchantment Alteration</b> Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.	INS	C	♦♦♦	BSn	U	LG, CH
<b>Energy Flux</b> Each artifact requires 2 during upkeep or it must be discarded.	EN	U	♦♦	KFo	U2	R,4TH
<b>Energy Tap</b> Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.	SOR	C	♦♦	DGe	U	LG,4TH
<b>Erosion</b> Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	♦♦	PVe	UUU	DK,4TH

<b>Feedback</b> Do 1 damage to controller of target enchantment during upkeep.	EE	U	♦♦	QHo	U2A,B,U,R,4TH	
<b>Field of Dreams</b> The top card in every library plays face up.	EW	R	♦♦	KFo	U	LG
<b>Fishliver Oil</b> Give target creature islandwalk.	EC	C	♦♦	AMa	U1	AN, CH
<b>Flash Counter</b> Counter target interrupt or instant spell.	INT	C	♦♦	HMc	U1	LG
<b>Flash Flood</b> Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	♦	Twä	U	LG, CH
<b>Flight</b> Target creature now has flying.	EC	C	♦♦♦	AMa	U	A,B,U,R,4TH
<b>Flood</b> UU: Tap target non-flying creature.	EN	C	♦♦	DDe	U	DK,4TH
<b>Flying Men</b> Flying. 1/1.	SC	C	♦♦♦	CRu	U	AN
<b>Force Spike</b> Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	♦♦	BWa	U	LG
<b>Gaseous Form</b> Target creature deals no damage in combat.	EC	C	♦♦	PFo	U2	LG
<b>Ghost Ship</b> Flying. UUU: Regenerates. 2/4.	SC	U	♦♦♦	Twä	UU2	DK,4TH
<b>Giant Shark</b> When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	♦♦	Twä	U5	DK
<b>Giant Tortoise</b> +0/+3 while untapped. 1/1.	SC	C	♦♦	KFo	U1	AN,4TH
<b>Glyph of Delusion</b> Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.	INS	C	♦	SVC	U	LG
<b>High Tide</b> All islands produce an additional U until end of turn.	INS	C	♦♦♦	Multi	U	FE
<b>Homarid</b> Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.	SC	C	♦	Multi	U2	FE
<b>Homarid Shaman</b> U: Tap target green creature. 2/1.	SC	R	♦♦	AWe	UU2	FE
<b>Homarid Spawning Bed</b> UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	♦♦♦	DSh	UU	FE
<b>Homarid Warrior</b> U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase.	SC	C	♦♦	Multi	U4	FE
<b>Hurkyl's Recall</b> Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.	INS	R	♦♦	NTh	U1	AQ,R,4TH
<b>In the Eye of Chaos</b> Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.	EW	R	♦	CRu	U2	LG
<b>Invisibility</b> Target creature may only be blocked by walls.	EC	C	♦♦♦	AMa	UU	A,B,U
<b>Invoke Prejudice</b> Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	♦♦	HMc	UUUU	LG
<b>Island Fish Jasconius</b> Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.	SC	R	♦♦	JMy	UUU4	AN,R,4TH
<b>Jump</b> Target creature has flying until end of turn.	INS	C	♦♦	MPo	U	A,B,U,R,4TH
<b>Juxtapose</b> Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.	SOR	R	♦♦	JHa	U3	LG, CH
<b>Land Equilibrium</b> If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.	EN	R	♦♦	JMy	UU2	LG
<b>Leviathan</b> Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.	SC	R	♦♦	MTe	UUUU5	DK,4TH
<b>Lifetap</b> Gain 1 life whenever opponent taps a forest.	EN	U	♦♦♦	AMa	UU	A,B,U,R,4TH
<b>Lord of Atlantis</b> While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	♦♦	MBe	UU	A,B,U,R,4TH
<b>Magical Hack</b> Change the text of a card being played or in play by switching one basic land type with another.	INT	R	♦♦♦	JBa	U	A,B,U,R,4TH
<b>Mahamoti Djinn</b> Flying. 5/6.	SC	R	♦♦♦	Dfr	UU4	A,B,U,R,4TH



Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Mana Drain</b> Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	INT	U	★★★★	MTe	UU	LG	<b>Psychic Purge</b> Do 1 damage to any target. If opponent chooses you to discard Psychic Purge, opponent must sacrifice 5 life.	SOR	C	★★	SVC	U	LG	<b>Spectral Cloak</b> Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	★★★★	RAJ	UU	LG
<b>Mana Short</b> All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	★★★★	DWi	U2		<b>Psychic Venom</b> Do 2 damage to target land's controller whenever target land is tapped.	EL	C	★★	BSn	U1	A,B,U,R,4TH	<b>Spell Blast</b> Counter target spell: X is casting cost of target spell.	INT	C	★★★★	BSn	UX	A,B,U,R,4TH
<b>Mana Vortex</b> Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.	EN	R	★★	DSh	UU1	DK	<b>Puppet Master</b> If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.	EC	U	★★	SEv	UUU	LG, CH	<b>Stasis</b> Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.	EN	R	★★	FJo	U1	A,B,U,R,4TH
<b>Merchant Ship</b> Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.	SC	R	★★	TWu	U	AN	<b>Recall</b> Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.	SOR	R	★★★★	BSn	UX	LG, CH	<b>Steal Artifact</b> Take control of target artifact.	EA	U	★★	AWe	UU2	A,B,U,R,4TH
<b>Merfolk Assassin</b> T: Destroy target creature that has islandwalk. 1/2.	SC	U	★★	DDe	UU	DK	<b>Reconstruction</b> Bring an artifact from your graveyard into your hand.	SOR	C	★★	AMa	U	AQ,R	<b>Sunken City</b> All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.	EN	C	★★	JMy	UU	DK,4TH
<b>Merfolk of the Pearl Trident</b> 1/1.	SC	C	★★	JMe	U	A,B,U,R,4TH	<b>Relic Bind</b> When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.	EA	R	★★	CRu	U2	LG,4TH	<b>Syvenlunite Priest</b> UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.	SC	U	★★	RSp	U1	FE
<b>Merseine</b> Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: HHu, MOK, Dfu, PVe.	EC	C	★★	Mu	UU2	FE	<b>Reset</b> Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.	INT	U	★★	NLe	UU	LG	<b>Tangle Kelp</b> Target creature stays tapped during upkeep phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.	EC	U	★★	RAJ	U	DK
<b>Mind Bomb</b> Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	U	★★	MTe	U	DK,4TH	<b>Reverberation</b> Redirect damage from a sorcery to its caster.	INS	R	★★★★	JHa	UU2	LG	<b>Telekinesis</b> Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.	INS	R	★★	DSh	UUU	LG, CH



**Sol'kanar the Swamp King & Triassic Egg:** You might have a tough time getting out three-color nasties like Sol'kanar. That's where the Triassic Egg comes in. Load up those counters, then sac the Egg to hatch a big creature when your opponent least suspects it. Just before the declaration of blockers is an especially nice time for a birthday party...

## SOL'KANAR THE SWAMP KING

## TRIASSIC EGG

<b>Old Man of the Sea</b> T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.	SC	R	★★★★	SVC	UU1	AN
<b>Part Water</b> Give X target creatures island walk until end of turn.	SOR	U	★★	Nth	UX	LG
<b>Phantasmal Forces</b> Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	★★	MPo	U3	A,B,U,R,4TH
<b>Phantasmal Terrain</b> Target land switches to any basic land type chosen by caster.	EL	C	★★★★	DWi	UU	A,B,U,R,4TH
<b>Phantom Monster</b> Flying. 3/3.	SC	U	★★★★	JMy	U3	A,B,U,R,4TH
<b>Pirate Ship</b> T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	SC	R	★★★★	TWu	U4	A,B,U,R,4TH
<b>Power Artifact</b> Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.	EA	U	★★	DSh	UU	AQ
<b>Power Leak</b> Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.	EE	C	★★	Dfu	U1	A,B,U,R,4TH
<b>Power Sink</b> Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.	INT	C	★★★★	Rth	UX	A,B,U,R,4TH
<b>Prodigal Sorcerer</b> T: Do 1 damage to any target. 1/1.	SC	C	★★★★	DSh	U2	A,B,U,R,4TH
<b>Psionic Blast</b> Do 4 damage to any target and 2 damage to you.	INS	U	★★★★	DSh	U2	A,B,U
<b>Psionic Entity</b> T: Do 2 damage to any target and 3 damage to itself. 2/2.	SC	R	★★	JHa	U4	LG,4TH
<b>Psychic Allegory</b> Choose a color when Psychic Allegory is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allegory.	EN	R	★★★★	MTe	UU3	DK

<b>Riptide</b> Tap all blue creatures.	INS	C	★★	RAF	U	DK
<b>River Merfolk</b> U: Give River Merfolk mountainwalk until end of turn. 2/1.	SC	R	★★★★	DSh	UU	FE
<b>Sage of Lat-Nam</b> T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.	SC	C	★★	PVe	U1	
<b>Sea King's Blessing</b> Change the color of any number of target creatures to blue until end of turn.	INS	U	★★	RAF	U	LG
<b>Sea Serpent</b> Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.	SC	C	★★	JMa	U5	A,B,U,R,4TH
<b>Seasinger</b> T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.	SC	U	★★	AWe	UU1	FE
<b>Segovian Leviathan</b> Islandwalk. 3/3.	SC	U	★★	MBe	U4	LG,4TH
<b>Serendib Djinn</b> Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.	SC	R	★★	AMa	UU2	AN
<b>Serendib Efreet</b> Flying. Does 1 damage to you during upkeep. 3/4.	SC	R	★★★★	AMa	U2	AN,R
<b>Silhouette</b> Prevent all damage done until end of turn to target creature by spells or effects targeting it.	INS	U	★★	KFo	U4	LG
<b>Sinbad</b> T: Draw new card, you may only keep it if it's a land. 1/1.	SC	U	★★	JBa	U1	AN,4TH
<b>Siren's Call</b> All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.	INS	U	★★	AMa	U	A,B,U,R,4TH
<b>Sleight of Mind</b> Change the text of a card being played or in play by switching one color word with another.	INT	R	★★★★	MPo	U	A,B,U,R,4TH

<b>Twiddle</b> Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.	INS	C	★★★★	RAJ	U	A,B,U,4TH
<b>Undertow</b> Creatures with islandwalk may be blocked.	EN	U	★★	RAF	U2	LG
<b>Unstable Mutation</b> Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.	EC	C	★★	DSh	U	AN,R,4TH
<b>Unsummon</b> Return target creature to the hand of its owner. Discard enchantments on creature.	INS	C	★★★★	DSh	U	A,B,U,R,4TH
<b>Venarian Gold</b> Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.	EC	C	★★	DGe	UU	LG
<b>Vesuvan Doppelganger</b> Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.	SC	R	★★★★	QHo	UU3	A,B,U,R
<b>Vodalian Knights</b> First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. 2/2.	SC	R	★★★★	SVC	UU1	FE
<b>Vodalian Mage</b> U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.	SC	C	★★	Multi	U2	FE
<b>Vodalian Soldiers</b> Artists: MBe, RKF, JMe, SVC. 1/2.	SC	C	★★	Multi	U1	FE
<b>Vodalian War Machine</b> Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	★★	DSh	UUUX	ABUR,4TH
<b>Volcanic Eruption</b> Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	★★	DSh	UUUX	ABUR,4TH

\*/ = Restricted/Banned  
AC Artifact Creature

ART Artifact  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery

CU Cumulative Upkeep





## players guide

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Wall of Air Flying. 1/5.	SC	U	***	RTh	UU1	A,B,U,R,4TH
Wall of Water U: +1/+0. 0/5.	SC	U	**	RTh	UU1	A,B,U,R,4TH
Wall of Vapor Cannot be damaged by creatures it blocks. 0/1.	SC	C	***	RTh	U3	LG, CH
Wall of Wonder UU2: Give Wall of Wonder +4/+4 and enable it to attack. 1/5.	SC	U	**	RTh	UU2	LG, CH
Water Elemental 5/4.	SC	U	**	JMe	UU3	A,B,U,R,4TH
Water Wurm Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	**	RSp	U	DK
Zephyr Falcon Flying. Does not tap to attack. 1/1.	SC	C	**	HHu	U1	LG,4TH

## MULTICOLORED

- **Adun Oakenshield** SC R \*\*\*\* JMe BGR LG  
GRB, T: Take a creature from your graveyard into your hand. 1/2.
- **Angus Mackenzie** SC R \*\*\*\* BWa UG LG  
UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.
- **Arcades Sabboth** SC R \*\*\*\* EBe UUGWW2 LG, CH  
Flying. All creatures on Sabboth's side gain +2 defense when untapped. W: Give Sabboth +0/+1 until end of turn. Pay UGU during upkeep or bury Arcades Sabboth. 7/7.
- **Axelrod Gunnarson** SC R \*\*\*\* SKI BBRR4 LG, CH  
Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.
- **Ayesha Tanaka** SC R \*\*\* BWa UUWW LG, CH  
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.
- **Barktooth Warbeard** SC U \*\* ARu BRR4 LG  
6/5.
- **Bartel Runeaxe** SC R \*\*\*\* ARu BGR3 LG  
Cannot be target of enchant creature spells. Does not tap to attack. 6/5.
- **Boris Devilboon** SC R \*\*\* JMy BR3 LG  
BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.
- **Chromium** SC R \*\*\* EBe BBUUWW2 LG, CH  
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.
- **Dakkon Blackblade** SC R \*\*\*\* RKF BUUW2 LG, CH  
\* equals the number of lands you control. \*/\*.
- **Dark Heart of the Wood** EN C \*\*\* CRu BG DK  
Sacrifice a forest to gain 3 life.
- **Gabriel Angelfire** SC R \*\* DGe GGWW3 LG, CH  
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.
- **Gosta Dirk** SC R \*\*\*\* RTh UUWW3 LG  
First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.
- **Gwendlyn Di Corei** SC R \*\*\*\* JBa BBUR LG  
T: Target player randomly discards a card in hand (play only during your turn). 3/5.
- **Halfdane** SC R \*\*\*\* MBe BUW1 LG  
Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. \*/\*.
- **Hazezon Tamar** SC R \*\*\*\* GRW4 LG  
On your first upkeep after Hazezon Tamar is put in play, put \* Sand Warrior tokens in play, where \* is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.
- **Hunding Gjornersen** SC U \*\* RTh UU13 LG  
Rampage: 1. 5/4.
- **Jacques le Vert** SC R \*\*\* ARu GRW1 LG  
Make all your green creatures +0/+2. 3/2.
- **Jasmine Boreal** SC U \*\* RKF GW3 LG  
4/5.
- **Jedit Ojanen** SC U \*\*\* MPo UWW4 LG  
5/5.
- **Jenard of the Closed Fist** SC U \*\*\* ARu GGR3 LG  
6/5.
- **Johan** SC R \*\*\*\* MTe GRW3 LG, CH  
If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.
- **Kasimir the Lone Wolf** SC U \* RKF UW4 LG  
5/3.
- **Kei Takahashi** SC R \*\*\* SKi GW2 LG, CH  
T: Prevent up to 2 damage to target creature. 2/2.

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
• <b>Lady Caleria</b> SC R **** BWa GGWW3 LG T: Do 3 damage to target attacking or blocking creature. 3/6.	SC	R	****	BWa	GGWW3	LG
• <b>Lady Evangela</b> SC R *** MPo BUW LG BW, T: Target creature deals no damage this turn during combat. 1/2.	SC	R	***	MPo	BUW	LG
• <b>Lady of the Mountain</b> SC U ** RKF GR4 LG 5/5.	SC	U	**	RKF	GR4	LG
• <b>Lady Orca</b> SC U ** SEv BR5 LG 7/4.	SC	U	**	SEv	BR5	LG
• <b>Livonya Silone</b> SC R *** RKF GGR2 LG First strike, legendary landwalk. 4/4.	SC	R	***	RKF	GGR2	LG
• <b>Lord Magnus</b> SC U *** MTe GWW3 LG First strike. Creatures with plainwalk or forestwalk may be blocked. 4/3.	SC	U	***	MTe	GWW3	LG
• <b>Marhaull Eldragon</b> SC U ** MPo GRR3 LG, CH Rampage: 1. 4/6.	SC	U	**	MPo	GRR3	LG, CH
• <b>Marsh Goblins</b> SC C ** QHo BR DK Swampwalk. 1/1.	SC	C	**	QHo	BR	DK
• <b>Nebuchadnezzar</b> SC R **** RKF BU3 LG, CH Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.	SC	R	****	RKF	BU3	LG, CH
• <b>Nicol Bolos</b> SC R *** EBe BBUUR2 LG, CH Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7.	SC	R	***	EBe	BBUUR2	LG, CH
• <b>Palladia-Mars</b> SC R **** EBe GGRWW2 LG, CH Flying, trample. Pay WGR during upkeep or bury Palladia-Mars. 7/7.	SC	R	****	EBe	GGRWW2	LG, CH
• <b>Pavel Maliki</b> SC U * ARu BR4 LG BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.	SC	U	*	ARu	BR4	LG
• <b>Princess Lucrezia</b> SC U * SEv BUU3 LG T: Add U to your mana pool (play as an interrupt). 5/4.	SC	U	*	SEv	BUU3	LG
• <b>Ragnar</b> SC R *** MBe BGW LG UGW, T: Regenerate target creature. 2/2.	SC	R	***	MBe	BGW	LG
• <b>Ramirez DePietro</b> SC U *** Pfo BBU3 LG First strike. 4/3.	SC	U	***	Pfo	BBU3	LG
• <b>Ramses Overdark</b> SC R *** RKF BBUU2 LG T: Destroy a target creature with an enchantment on it. 4/3.	SC	R	***	RKF	BBUU2	LG
• <b>Rasputin Dreamweaver</b> SC R ** ARu UW4 LG, CH Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.	SC	R	**	ARu	UW4	LG, CH
• <b>Riven Turnbull</b> SC U ** RKF BU5 LG T: Add B to your mana pool (play as an interrupt). 5/7.	SC	U	**	RKF	BU5	LG

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
• <b>Sunastion Falconer</b> SC U *** CRu GR3 LG T: Add 2 to your mana pool. 4/4.	SC	U	***	CRu	GR3	LG
• <b>Tetsuo Umezawa</b> SC R **** JBa BUR LG BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.	SC	R	****	JBa	BUR	LG
• <b>Tobias Andrian</b> SC U ** ARu UW3 LG, CH 4/4.	SC	U	**	ARu	UW3	LG, CH
• <b>Tor Wauki</b> SC U *** RAF BBR2 LG, CH T: Do 2 damage to attacking or blocking creature. 3/3.	SC	U	***	RAF	BBR2	LG, CH
• <b>Torsten Von Ursus</b> SC U ** MPo GGW3 LG 5/5.	SC	U	**	MPo	GGW3	LG
• <b>Tuknir Deathlock</b> SC R **** Lda GGR LG Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.	SC	R	****	Lda	GGR	LG
• <b>Ur-Drago</b> SC R *** CRu BBUU3 LG First strike. Creatures with swampwalk may be blocked. 4/4.	SC	R	***	CRu	BBUU3	LG
• <b>Vaevidis Asmadi</b> SC R *** ARu BBRRG2 LG, CH Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevidis Asmadi. 7/7.	SC	R	***	ARu	BBRRG2	LG, CH
• <b>Xira Arien</b> SC R *** MBe BRG LG, CH Flying. GRB, T: Make target player draw a card. 1/2.	SC	R	***	MBe	BRG	LG, CH

## GREEN

• <b>Aislin Leprechaun</b> SC C ** QHo G LG All creatures blocking or blocked by Leprechaun become green. 1/1.	SC	C	**	QHo	G	LG
• <b>Arborea</b> EW U *** DGe GG2 LG If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.	EW	U	***	DGe	GG2	LG
• <b>Argothian Pixies</b> SC C *** AWe G1 AQ, CH Cannot be blocked by artifact creatures, damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.	SC	C	***	AWe	G1	AQ, CH
• <b>Argothian Treefolk</b> SC C *** AWe GG3 AQ Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.	SC	C	***	AWe	GG3	AQ
• <b>Aspect of Wolf</b> EC R **** JMe G1 A,B,U,R,4TH Increase target creature's power and toughness by half the number of forests caster has in play.	EC	R	****	JMe	G1	A,B,U,R,4TH
• <b>Avoid Fate</b> INT C * Pfo G LG Counter target interrupt or enchantment targeting a permanent you control.	INT	C	*	Pfo	G	LG
• <b>Barbary Apes</b> SC C *** BWa G1 LG 2/2.	SC	C	***	BWa	G1	LG
• <b>Berserk</b> INS U **** Dfr G A,B,U Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.	INS	U	****	Dfr	G	A,B,U



## GABRIEL ANGELFIRE

- **Rohgah of Kher Keep** SC R \*\*\* EBe BBRR2 LG  
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgah and all Kobolds are tapped and enter opponent's control. 5/5.
- **Rubinia Soulsinger** SC R \*\*\*\* RAI UGW2 LG  
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.
- **Scarwood Goblins** SC C \*\* RSp GR DK  
2/2.
- **Sir Shandral of Ebery** SC U \*\* ARu GW4 LG  
4/7.
- **Siviri Scarzam** SC U \*\* NTh BU5 LG, CH  
6/4.
- **Sol'kanar Swamp King** SC R \*\*\*\* RKF BUR2 LG, CH  
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.
- **Stangg** SC R \*\*\*\* MPo GR4 LG, CH  
Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.

## LURE

- **Birds of Paradise** SC R \*\*\*\* MPo G A,B,U,R,4TH  
Flying. T: Add one mana of any color to your mana pool. 0/1.
- **Camouflage** INS U \*\* JMy G A,B,U  
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.
- **Carnivorous Plant** SC C \*\*\* QHo G3 DK,4TH  
Counts as a wall. 4/5.
- **Cat Warriors** SC C \*\*\*\* MBe GG1 LG, CH  
Forestwalk. 2/2.
- **Channel** SOR U \*\* RTh GG A,B,U,R,4TH  
Add 1 colorless mana to your pool for each life point you sacrifice.
- **Citanul Druid** SC U \*\* JMe G1 AQ  
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.
- **Cockatrice** SC R \*\*\*\* Dfr G3 A,B,U,R,4TH  
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.
- **Cocoon** EC U \*\*\* MTe G LG, CH  
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.

**Gabriel Angelfire & Lure:** There's one thing you have to do to make sure this combo is worthwhile. If you don't give Gabriel rampage: 3 during your upkeep, then, well, you're missing the point of this tip. Once you've got it figured out, you should be able to wipe out your opponent's creatures without much difficulty.



Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Concordant Crossroads</b> Creatures may attack or tap during the turn they are brought into play.	EW	R	•••	AWe	G	LG, CH	<b>Force of Nature</b> Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.	SC	R	••••	DSH	GGG2	ABUR,4TH	<b>Lifeforce</b> GG: Counter a black spell as it is being cast (play as an interrupt).	EN	U	••••	DWi	GG	A,B,U,R,4TH
<b>Craw Giant</b> Trample. Rampage: 2. 6/4.	SC	U	••••	CRu	GGG3	LG, CH	<b>Fungal Bloom</b> GG: Put a spore counter on target Fungus.	EN	R	••••	DGe	GG	FE	<b>Lifelace</b> Changes the color of one card in play to green.	INT	R	•	AWe	G	A,B,U,R,4TH
<b>Crumble</b> Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.	INS	C	••••	JMy	G	AQ,R,4TH	<b>Fungusaur</b> Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	••••	DGe	G3	A,B,U,R,4TH	<b>Living Artifact</b> Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	•••	AMa	G	A,B,U,R,4TH
<b>Craw Worm</b> 6/4.	SC	C	••	DGe	GG4	AB,U,R,4TH	<b>Gaea's Avenger</b> =number of artifacts opponent has in play. *+1/*+1.	SC	R	••••	PVe	GG1	AQ	<b>Living Lands</b> Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	••	JMy	G3	A,B,U,R,4TH
<b>Cyclone</b> Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.	EN	R	••	MTe	GG2	AN	<b>Gaea's Liege</b> T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.	SC	R	••••	DWi	GGG3	ABUR,4TH	<b>Living Plane</b> Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	•••	BWo	GG	LG
<b>Deadfall</b> Creatures with forestwalk may be blocked.	EN	U	••	NTh	G2	LG	<b>Gaea's Touch</b> You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).	EN	C	•••	MPo	GG	DK	<b>Llanowar Elves</b> T: Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4TH
<b>Desert Twister</b> Destroy any one card in play.	SOR	U	••••	SVC	GG4	AN,R,4TH	<b>Ghazban Ogre</b> During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.	SC	C	•	JMy	G	AN, CH	<b>Lure</b> All creatures that can block target creature must do so.	EC	U	••••	AMa	GG1	ABUR,4TH
<b>Drop of Honey</b> Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.	EN	R	•••	AMa	G	AN	<b>Giant Badger</b> Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.	SC	R	•••	LDa	GG1	BOOK	<b>Lurker</b> Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.	SC	R	•••	AMa	G2	DK
<b>Durkwood Boars</b> 4/4.	SC	C	•••	MKi	G4	LG,4TH	<b>Giant Growth</b> Target creature gets +3/+3 until end of turn.	INS	C	••••	SEv	G	A,B,U,R,4TH	<b>Marsh Viper</b> Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.	SC	C	•••	RSp	G3	DK,4TH
<b>Elven Fortress</b> G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe, TWa.	EN	C	•••	Multi	G	FE	<b>Giant Spider</b> Doesn't fly, but can block flying creatures. 2/4.	SC	C	••••	SEv	G3	A,B,U,R,4TH	<b>Master of the Hunt</b> GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.	SC	R	••••	JMe	GG2	LG
<b>Elven Riders</b> Cannot be blocked except by walls and flying creatures. 3/3.	SC	U	•••	MBa	GG3	LG,4TH	<b>Giant Turtle</b> Giant Turtle may not attack if it did so during your last turn. 2/4.	SC	C	•	JMe	GG1	LG	<b>Metamorphosis</b> Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.	SOR	C	•	CRu	G	AN, CH
<b>Elves of Deep Shadow</b> T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.	SC	U	•••	JMy	G	DK							<b>Mass Monster</b>	SC	C	••	JMy	GG2	LG	



WITCH HUNTER



NEBUCHADNEZZAR

**Witch Hunter & Nebuchadnezzar:** Is your opponent's Shivan Dragon getting to you? Send it back to her hand with the Witch Hunter. Still nervous? Try Nebuchadnezzar's ability. (You don't have to be able to pronounce his name to use him.) Let's see... what card should you guess?

<b>Elvish Archers</b> First strike. Misprint: Alpha version listed power and toughness as 1/2, 2/1.	SC	R	•••	AMa	G1	A,B,U,R,4TH
<b>Emerald Dragonfly</b> Flying. GG: First strike until end of turn. 1/1.	SC	C	•	QHo	G1	LG, CH
<b>Elvish Farmer</b> Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.	SC	R	•••	RKF	G1	FE
<b>Elvish Hunter</b> G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC, 1/1.	SC	C	••••	Multi	G1	FE
<b>Elvish Scout</b> G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe, 1/1.	SC	C	•••	Multi	G	FE
<b>Erhnam Djinn</b> Give forestwalk to an opponent's creature until next upkeep. 4/5.	SC	R	•••	KMe	G3	AN, CH
<b>Eureka</b> Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.	SOR	R	••••	KFo	GG2	LG
<b>Fastbond</b> Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	••	MPo	G	A,B,U,R,4TH
<b>Feral Thallid</b> Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.	SC	U	••	RAI	GGG3	FE
<b>Fire Sprites</b> Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.	SC	C	•••	JBo	G1	LG
<b>Floral Spuzzem</b> If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	••	RAI	G3	FE
<b>Fog</b> Creatures do not affect one another in combat.	INS	C	•••	JMy	G	A,B,U,R,4TH

<b>Glyph of Reincarnation</b> Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	••	SVC	G	LG
<b>Grizzly Bears</b> 2/2.	SC	C	•••	JMe	G1	A,B,U,R,4TH
<b>Hidden Path</b> All green creatures gain forestwalk.	EN	R	••••	RAI	GGG2	DK
<b>Hornet Cobra</b> First strike. 2/1.	SC	C	•	SEv	GG1	LG
<b>Hurricane</b> Do X damage to all players and flying creatures.	SOR	U	•••	DWi	GX	A,B,U,R,4TH
<b>Ice Storm</b> Destroy any one land.	SOR	U	•••	Dfr	G2	A,B,U
<b>Ichneumon Druid</b> Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.	SC	U	•	MBa	GG1	LG
<b>Ith-biff Eftrel</b> Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.	SC	R	•••	JMy	GG2	AN
<b>Instill Energy</b> Untap target creature one extra time per turn; target may attack when it comes into play.	EC	U	••••	DWi	G	A,B,U,R,4TH
<b>Ironroot Treefolk</b> 3/5.	SC	C	•••	JMy	G4	A,B,U,R,4TH
<b>Killer Bees</b> Flying. G: Give Bees +1/+1 until end of turn. 0/1.	SC	U	••••	PFo	GG1	LG,4TH
<b>Kudzu</b> When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.	EL	R	•	MPo	GG1	A,B,U,R
<b>Land Leeches</b> First strike. 2/2.	SC	C	••	QHo	GG1	DK,4TH
<b>Ley Druid</b> T: Untap a land of your choice (play as an interrupt). 1/1.	SC	U	•••	SEv	G2	A,B,U,R,4TH

<b>Naf's Asp</b> If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.	SC	C	••	CRu	G	AN,4TH
<b>Natural Selection</b> Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	•	MPo	G	A,B,U
<b>Niall Silvain</b> GGGG, T: Regenerate target creature. 2/2.	SC	R	•••	CRu	GGG	DK
<b>Night Sail</b> Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEv, HHu, DTu.	EN	C	•••	Multi	GG	FE
<b>People of the Woods</b> =number of forests controlled by controller of People of the Woods. 1/*.	SC	U	•••	DTu	GG	DK
<b>Pixie Queen</b> GGG, T: Give target creature flying until end of turn. 1/1.	SC	R	•••	QHo	GG2	LG
<b>Powerleech</b> Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.	EN	U	•••	CRu	GG	AQ
<b>Pradesh Gypsies</b> G1, T: Give target creature -2/-0 until end of turn. 1/1.	SC	C	•••	QHo	G2	LG,4TH
<b>Robid Wombat</b> Gains +2/+2 for each enchantment cast on it. Robid Wombat does not tap when attacking. 0/1.	SC	U	•••	KFo	GG2	LG, CH
<b>Radjan Spirit</b> T: Target creature loses flying ability until turn ends. 3/2.	SC	U	••••	CRu	G3	LG,4TH
<b>Rebirth</b> Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.	SOR	R	••	MTe	GGG3	LG,4TH
<b>Regeneration</b> G: Target creature regenerates.	EC	C	•••	QHo	G1	A,B,U,R,4TH
<b>Regrowth</b> Bring a card from your graveyard into your hand.	SOR	U	••••	DWi	G1	A,B,U,R
<b>Reincarnation</b> If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.	INS	U	•••	EBa	GG1	LG, CH
<b>Revelation</b> Play with all cards in hand face up.	EW	R	••	KFo	G	LG
<b>Rust</b> Counter target artifact effect that requires an activation cost.	INT	C	••	Lda	G	LG
<b>Sandstorm</b> Do 1 damage to all attacking creatures.	INS	C	•••	BSn	G	AN,4TH
<b>Savaen Elves</b> GG, T: Destroy target enchant land. 1/1.	SC	C	••	RSp	G	DK
<b>Scarwood Bandits</b> Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.	SC	R	••••	MPo	GG2	DK
<b>Scarwood Hag</b> GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.	SC	U	•••	AMa	G1	DK
<b>Scavenger Folk</b> G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.	SC	C	•••	DDe	G	DK, CH
<b>Scrib Sprites</b> Flying. 1/1.	SC	C	••••	AWe	G	A,B,U,R,4TH
<b>Shanodin Dryads</b> Forestwalk. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4TH

•/• Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery
						CU Cumulative Upkeep





## players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Shelkin Brownie</b>	SC	C	•	DSH	G1	LE
T: Remove the banding ability from target creature until end of turn. 1/1.						
<b>Singing Tree</b>	SC	R	••••	RAI	G3	AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						
<b>Spitting Slug</b>	SC	U	••	AMA	GG1	DK
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.						
<b>Spore Cloud</b>	INS	C	••••	Multi	GG1	FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.						
<b>Spore Flower</b>	SC	U	•••	MOK	GG	FE
Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.						
<b>Storm Seeker</b>	INS	U	••••	MPo	G3	LG, CH
Do 1 point of damage to opponent for every card he or she has in hand.						
<b>Stream of Life</b>	SOR	C	••••	MPo	GX	A,B,U,R,4TH
Target player gains X life.						
<b>Subdue</b>	INS	C	••	BSn	G	LG
Target creature deals no damage. It gains X toughness, where X equals its casting cost.						
<b>Sylvan Library</b>	EN	R	••••	HMc	G1	LG,4TH
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						
<b>Sylvan Paradise</b>	INS	U	••	RAF	G	LG
Change the color of one or more target creatures to green until end of turn.						
<b>Thallid</b>	SC	C	•••	Multi	G	FE
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGs, JMy, RSp. 1/1.						
<b>Thallid Devourer</b>	SC	U	••	RSp	GG1	FE
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.						
<b>Thelonite Druid</b>	SC	U	••••	MOK	G2	FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.						
<b>Thelonite Monk</b>	SC	R	••••	BWo	GG2	FE
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.						
<b>Thelon's Chant</b>	EN	U	•••	MBe	GG1	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.						
<b>Thelon's Curse</b>	EN	R	•••	PVe	GG	FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.						
<b>Thicket Basilisk</b>	SC	U	••••	Dfr	GG3	A,B,U,R,4TH
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
<b>Thorn Thallid</b>	SC	C	•••	Multi	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGs, HHu, JMy, MTe. 2/2.						
<b>Timber Wolves</b>	SC	R	•••	MBe	G	A,B,U,R,4TH
Bonds. 1/1.						
<b>Titania's Song</b>	EN	U	•••	KKa	G3	AQ,R,4TH
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
<b>Tracker</b>	SC	R	••••	JMe	GG1	DK
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.						
<b>Tranquility</b>	SOR	C	••••	DSH	G2	A,B,U,R,4TH
Discard all enchantments in play.						
<b>Tsunami</b>	SOR	U	••	RTh	G3	A,B,U,R,4TH
Destroy all islands in play.						
<b>Typhoon</b>	SOR	R	••	AMA	G2	LG
Do 1 damage to opponent for each island he or she controls.						
<b>Untamed Wilds</b>	SOR	U	•••	Nth	G2	LG,4TH
Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.						
<b>Venom</b>	EC	C	•••	TWg	GG1	DK,4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Verduran Enchantress</b>	SC	R	••	KBr	GG1	A,B,U,R,4TH
Draw a card each time you cast an enchantment. 0/2.						
<b>Wall of Brambles</b>	SC	U	•••	AMA	G2	A,B,U,R,4TH
G: Regenerates. 2/3.						
<b>Wall of Ice</b>	SC	U	•••	RTh	G2	A,B,U,R,4TH
0/7.						
<b>Wall of Wood</b>	SC	C	••	MTe	G	A,B,U,R,4TH
0/3.						
<b>Wanderlust</b>	EC	U	•••	CBr	G2	A,B,U,R,4TH
Do 1 damage to controller of target creature during upkeep.						
<b>War Mammoth</b>	SC	C	••••	JMe	G3	A,B,U,R,4TH
Trample. 3/3.						
<b>Web</b>	EC	R	••••	RAI	G	A,B,U,R,4TH
Target creature gains +0/+2 and may block flying creatures.						
<b>Whippoorwill</b>	SC	U	••••	DSH	G	DK
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
<b>Whirling Dervish</b>	SC	U	••••	SVC	G6	LG,4TH
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.						
<b>Wild Growth</b>	EL	C	•••	MPo	G	A,B,U,R,4TH
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
<b>Willow Satyr</b>	SC	R	••	JMe	GG2	LG
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.						
<b>Winter Blast</b>	SOR	U	••••	KFo	GX	LG,4TH
Tap X target creatures. Do 2 damage to each target creature with flying.						
<b>Wolverine Pack</b>	SC	C	••	JMe	GG2	LG
Rampage: 2. 2/4.						
<b>Wood Elemental</b>	SC	R	••	BSn	G3	LG
=the number of untapped forests you sacrificed when casting Wood Elemental. */*.						
<b>Wormwood Treefolk</b>	SC	R	•••	JMy	GG3	DK
GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. 4/4.						
<b>Wyluli Wolf</b>	SC	C	••••	SVC	G1	AN
T: Give a creature +1/+1 until end of turn. 1/1.						

## RED

<b>Active Volcano</b>	INS	C	•	BSn	R	LG, CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.						
<b>Aerathi Berserker</b>	SC	U	••	MBe	RRR2	LG
Rampage: 3. 2/4.						
<b>Aladdin</b>	SC	R	••••	JBa	RR2	AN
RR1: Steal artifact. 1/1.						
<b>Ali Baba</b>	SC	U	•••	JBa	R	AN,4TH
R: Tap a wall. 1/1.						
<b>Ali from Cairo</b>	SC	R	••••	MPo	RR2	AN
You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.						
<b>Artifact Blast</b>	INT	C	•	MPo	R	AQ
Counter any artifact as it is being cast.						
<b>Atog</b>	SC	C	••	JMy	R1	AQ,R
0: +2/+2; sacrifice one of your artifacts in play. 1/2.						
<b>Backdraft</b>	INS	U	•••	BSn	R1	LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.						
<b>Ball Lightning</b>	SC	R	••••	QHs	RRR	DK,4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning of the end of the turn in which it was summoned. 6/1.						
<b>Beasts of Bogardan</b>	SC	U	•••	DGs	R4	LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.						
<b>Bird Maiden</b>	SC	C	••	KFo	R2	AN,4TH
Flying. 1/2.						
<b>Blazing Effigy</b>	SC	C	••	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.						
<b>Blood Lust</b>	INS	C	••••	AMA	R1	LG,4TH
Make target creatures +4/+4 until end of turn. This makes toughness no lower than 1.						
<b>Blood Moon</b>	EN	R	••••	TWg	R2	DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.						
<b>Brassclaw Orcs</b>	SC	C	•	Multi	R2	FE
Cannot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), Dfr, HHu. 3/2.						
<b>Brothers of Fire</b>	SC	C	••	MTe	RR1	DK,4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.						
<b>Brute, The</b>	EC	C	•••	MPo	R1	LG,4TH
Target creature gains +1/+0. RRR: Regenerates.						
<b>Burrowing</b>	EC	C	•••	MPo	R	A,B,U,R,4TH
Target creature gains mountainwalk.						
<b>Cave People</b>	SC	U	••••	DTu	RR1	DK,4TH
Cave People get +1/2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Caverns of Despair</b>	EN	R	••	HMc	RR2	LG
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.						
<b>Chain Lightning</b>	SOR	C	••	Sev	R	LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.						
<b>Chaoslace</b>	INT	R	•••	DWi	R	A,B,U,R,4TH
Changes the color of a card being played or in play to red.						
<b>Crevasse</b>	EN	U	••	RAI	R2	LG
Creatures with mountainwalk may be blocked.						
<b>Crimson Kobolds</b>	SC	C	•	AMA	O	LG
Crimson Kobolds are red creatures. 0/1.						
<b>Crimson Manicore</b>	SC	R	•••	DGs	RR2	LG,4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.						
<b>Crookshank Kobolds</b>	SC	C	•	CRu	O	LG
Crookshank Kobolds are red creatures. 0/1.						
<b>Desert Nomads</b>	SC	C	••	CRu	R2	AN
Desertwalk. Immune to damage from Deserts. 2/2.						



**Storm Seeker:** Timing is everything with this card. Fast effects can be used during the draw phase (see this month's article on timing), and that's when it's best to use Storm Seeker. For maximum effectiveness, nail your opponent with Storm Seeker right after she draws.

<b>Detonate</b>	SOR	U	••	RAF	RX	AQ,4TH
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.						
<b>Disharmony</b>	INS	R	•••	BW	R2	LG
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.						
<b>Disintegrate</b>	SOR	C	••••	AM	RX	A,B,U,R,4TH
Do X damage to a target. If target dies this turn, it is removed from game.						
<b>Dwarven Song</b>	INS	U	••	Dfr	R	LG
Change the color of any number of target creatures to red until end of turn.						
<b>Dragon Whelp</b>	SC	U	••••	AW	RR2	A,B,U,R,4TH
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.						
<b>Dwarven Armorer</b>	SC	R	••••	BW	R	FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
<b>Dwarven Catapult</b>	INS	U	•••	JMe	RX	FE
Does X damage, divided evenly among all of your opponent's creatures (round down).						
<b>Dwarven Demolition Team</b>	SC	U	•••	KBr	R2	A,B,U
T: Destroy a wall. 1/1						
<b>Dwarven Lieutenant</b>	SC	U	•	JMe	RR	FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2.						
<b>Dwarven Soldier</b>	SC	C	••	DSh	R1	FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAI, RAF. 2/1.						
<b>Dwarven Weaponsmith</b>	SC	U	•••	MPo	R1	AQ,R
T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.						
<b>Dwarven Warriors</b>	SC	C	•••••	DSh	R2	A,B,U,R,4TH
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.						
<b>Earth Elemental</b>	SC	U	•••	Dfr	RR3	A,B,U,R,4TH



Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Earthbind</b> Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	•••	QHo	R	A,B,U,R	<b>Goblin Grenade</b> Sacrifice a Goblin to deal 5 damage to a target. Artists: Dfr, CRu, RSp	SOR	C	•••	Multi	R	FE	<b>Land's Edge</b> Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.	EW	R	••	BSn	RR1	LG, CH
<b>Earthquake</b> Do X damage to all players and non-flying creatures in play.	SOR	R	•••	Dfr	RX	A,B,U,R,4TH	<b>Goblin Hero</b> 2/2.	SC	C	••	MTe	R2	DK	<b>Lightning Bolt</b> Do 3 damage to one target.	INS	C	•••••	CRu	R	A,B,U,R,4TH
<b>Eternal Flame</b> damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.	SOR	R	•	MPo	RR1	DK	<b>Goblin King</b> While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	•••	JMy	RR1	A,B,U,R,4TH	<b>Magnetic Mountain</b> To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!	SC	R	•••	SVC	RR1	AN,R,4TH
<b>Eternal Warrior</b> Target creature does not tap to attack.	EC	C	•••••	AMa	R	LG,4TH	<b>Goblin Kites</b> R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	••	AMa	R1	FE	<b>Mana Clash</b> Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	•	MTe	R	DK,4TH
• <b>Falling Star</b> From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.	SOR	R	•••	DSh	R2	LG	<b>Goblin Rock Sled</b> Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	••	DDe	R1	DK,4TH	<b>Mana Flare</b> Each land produces an extra mana of its normal type whenever it is tapped for mana.	EN	R	•••••	CRu	R2	A,B,U,R,4TH
<b>False Orders</b> Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	•••••	AMa	R	A,B,U	<b>Goblin Shrine</b> If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	•••	RSp	RR1	DK, CH	<b>Manaborns</b> Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	••	CRu	R3	A,B,U,R,4TH
<b>Feint</b> Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	••	BSn	R	LG	<b>Goblin War Drums</b> Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dfr, HHu, RKF, JMa.	EN	C	•••••	Multi	R2	FE	<b>Mijae Djinn</b> If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.	SC	R	•••	SVC	RRR	AN,R
<b>Fire Drake</b> Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.	SC	U	••	CRu	RR1	DK, CH	<b>Goblin Warrens</b> R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	•••••	Dfr	R2	FE	<b>Mons' Goblin Raiders</b> 1/1.	SC	C	•	JMe	R	A,B,U,R,4TH
<b>Fire Elemental</b> 5/4.	SC	U	•••	MBe	RR3	A,B,U,R,4TH	<b>Goblin Wizard</b> T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.	SC	U	•••	DGe	RR2	DK	<b>Mountain Yeti</b> Mountainwalk, protection from white. 3/3.	SC	U	•••••	Dfr	RR2	LG, CH
<b>Fireball</b> Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.	SOR	C	•••••	MTe	RX	A,B,U,R,4TH	<b>Goblins of the Flag</b> Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.	SC	C	•••	TWö	R	DK, CH	<b>Nalathni Dragon</b> Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.	SC	R	•••	MWe	RR2	CON
<b>Firebreathing</b> R: +1/+0.	EC	C	••	Dfr	R	A,B,U,R,4TH							<b>Orc General</b> T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	U	•	JMy	R2	DK	



**Psionic Entity & Living Armor:** The Psionic Entity's special ability could be devastating—if he didn't suicide when you used him. To avoid your Entity's demise, pump him up with a Living Armor. The +0/+5 bonus is enough to let "Nicky" use his special ability twice (with Instill Energy)—and he'll still feel fresh for next turn's round of cheap shots.

## PSIONIC ENTITY

## LIVING ARMOR

<b>Firestorm Phoenix</b> Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.	SC	R	•••••	JMe	RR4	LG	<b>Granite Gargoyle</b> Flying. R: +0/+1. 2/2.	SC	R	•••	CRu	R2	A,B,U,R
<b>Fissure</b> Bury target land or creature.	INS	C	•••••	DSh	RR3	DK,4TH	<b>Gravity Sphere</b> All creatures lose flying ability.	EW	R	•••••	BSn	R2	LG
<b>Flashfires</b> Destroy all plains in play.	SOR	U	•••••	DWf	R3	A,B,U,R,4TH	<b>Gray Ogre</b> 2/2.	SC	C	••	Dfr	R2	A,B,U,R,4TH
<b>Fork</b> Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.	INT	R	•••••	AWe	RR	A,B,U,R	<b>Hill Giant</b> 3/3.	SC	C	••	Dfr	R3	A,B,U,R,4TH
<b>Frost Giant</b> Rampage: 2. 4/4.	SC	U	•••	DGe	RRR3	LG	<b>Hurloon Minotaur</b> 2/3.	SC	C	••	AMa	RR1	A,B,U,R,4TH
<b>Giant Strength</b> Make target creature +2/+2.	EC	C	•••••	JHo	RR	LG,4TH	<b>Hurr Jackal</b> T: Prevent creature from regenerating this turn. 1/1.	SC	R	•••	DTu	R	AN,4TH
<b>Glyph of Destruction</b> Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.	INS	C	••	SVC	R	LG	<b>Hyperion Blacksmith</b> T: Tap or untap target artifact opponent controls. 2/2.	SC	U	•••	Dfr	RR1	LG
<b>Goblin Artisans</b> If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.	SC	U	••	JBa	R	AQ, CH	<b>Immolation</b> Make target creature +2/+2.	EC	C	•••••	SKi	R	LG,4TH
<b>Goblin Balloon Brigade</b> R: Gains flying until end of turn. 1/1.	SC	U	•••	ARu	R	A,B,U,R,4TH	<b>Inferno</b> Do 6 damage to all players and all creatures.	INS	R	•••	RAF	RR5	DK,4TH
<b>Goblin Caves</b> If target land is a basic mountain, all Goblins gain +0/+2.	EL	C	•••	DTu	RR1	DK	<b>Ironclaw Orcs</b> May only block creatures of power equaling 1 or less. 2/2.	SC	C	•	AMa	R1	A,B,U,4TH
<b>Goblin Chirurgeon</b> Sacrifice a Goblin to regenerate a creature. Artists: Pfo, Dfr, DGe. 0/2.	SC	C	••	Multi	R	FE	<b>Keldon Warlord</b> Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.	SC	U	•••	KBr	RR2	A,B,U,R,4TH
<b>Goblin Digging Team</b> T: Sacrifice Digging Team to destroy target wall. 1/1.	SC	C	••	RSp	R	DK	<b>Kird Ape</b> Kird Ape gains +1/+2 while controller has forests in play. 1/1.	SC	C	•••••	KMe	R	AN,R
<b>Goblin Flotilla</b> Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.	SC	R	•••	TWa	R2	FE	<b>Kobold Drill Sergeant</b> Give all your Kobolds +0/+1 and trample. 1/2.	SC	U	••	JBa	R1	LG
							<b>Kobold Overlord</b> First strike. Give all your Kobolds first strike. 1/2.	SC	R	•••	JBa	R1	LG
							<b>Kobold Taskmaster</b> Give all your Kobolds +1/+0.	SC	U	••	RAF	R1	LG
							<b>Kobolds of Kher Keep</b> 0/1.	SC	C	•	JBa	0	LG

\*/ Restricted/Banned  
AC Artifact Creature

ART Artifact  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery

CU Cumulative Upkeep





## players guide

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Sedge Troll</b>	SC R ●● Dfr R2 A,B,U,R						
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.							
<b>Shatter</b>	INS C ●●● AWe R1 A,B,U,R,4TH						
Destroy target artifact.							
<b>Shatterstorm</b>	SOR R ●● MPo RR2 AQ,R						
Bury all artifacts in play. Artifact creatures may not be regenerated.							
<b>Shivan Dragon</b>	SC R ●●●● MBe RR4 A,B,U,R,4TH						
Flying. R: +1/+0. 5/5.							
<b>Sisters of the Flame</b>	SC C ●● JMy RR1 DK,4TH						
T: Add R to your mana pool (play as an interrupt). 2/2.							
<b>Smoke</b>	EN R ●● JMy RR A,B,U,R,4TH						
Each player may only untap one creature during untap phase.							
<b>Spinal Villain</b>	SC R ●●● AMa R2 LG						
T: Destroy target blue creature. 1/2.							
<b>Stone Giant</b>	SC U ●● DWi RR2 A,B,U,R,4TH						
T: Give one of your creatures with toughness less than Stone Giant's power flying until end of turn. Target creature, which can increase its toughness after it gains flying ability, is killed at end of turn. 3/4.							
<b>Stone Rain</b>	SOR C ●● DGa R2 A,B,U,R,4TH						
Destroy any one land.							
<b>Storm World</b>	EW R ●● CRu R LG						
Do 1 damage to any player for each card below 4 in hand during upkeep.							
<b>• Tempest Efreet</b>	SC R ● NTh RRR1 LG,4TH						
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.							
<b>Tunnel</b>	SOR U ●● Dfr R A,B,U,R,4TH						
Bury one wall.							
<b>Two-Headed Giant of Foriys</b>	SC R ●●● AMa R4 A,B,U						
Trample. May block two creatures in combat. 4/4.							
<b>Uthden Troll</b>	SC U ●●● DSh R2 A,B,U,R,4TH						
R: Regenerates. 2/2.							
<b>Wall of Dust</b>	SC U ●● RTh R2 LG,4TH						
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.							
<b>Wall of Earth</b>	SC C ●●● RTh R1 A,B,U,R,4TH						
0/6.							
<b>Wall of Fire</b>	SC U ●● RTh RR1 A,B,U,R,4TH						
R: +1/+0. 0/5.							
<b>Wall of Heat</b>	SC C ●● RTh R2 A,B,U,R,4TH						
2/6.							
<b>Wall of Opposition</b>	SC R ●● HMc RR3 LG, CH						
1: +1/+0 until end of turn. 0/6.							
<b>Wall of Stone</b>	SC U ●● Dfr RR1 A,B,U,R,4TH						
0/8.							
<b>• Wheel of Fortune</b>	SOR R ●●●● DGa R2 A,B,U,R						
All players must discard their hands and draw seven new cards.							
<b>Windseeker Centaur</b>	SC R ●● AMa RR1 BOOK						
Does not tap to attack. 2/2.							
<b>Winds of Change</b>	SOR R ●● JHo R LG,4TH						
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.							
<b>Ydwen Efreet</b>	SC R ●● DTu RRR AN						
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.							

## WHITE

<b>Abu Ja'far</b>	SC R ●●●● KMe W AN, CH						
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.							
<b>Akron Legionnaire</b>	SC R ●● MPo WW6 LG, CH						
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.							
<b>Alabaster Potion</b>	INS C ●●●● HMc WWX LG,4TH						
Give target player X life or prevent X damage to target creature or player.							
<b>Amrou Kithkin</b>	SC C ●● QHo WW LG,4TH						
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.							
<b>Angelic Voices</b>	EN R ●●●● JBo WW2 LG, CH						
Give all your creatures +1/+1 if you control only white or artifact creatures.							
<b>Angry Mob</b>	SC U ●●●● DTu WW2 DK,4TH						
Trample. During Angry Mob's controller's turn, * = total number of swamps all opponents control. Otherwise, * = 0. 2+*/2+.							

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Animate Wall</b>	EC R ●● Dfr W A,B,U,R,4TH						
Target wall may now attack.							
<b>Argivian Archaeologist</b>	SC R ●●●● AWe WW1 AQ						
2: T: Bring an artifact from your graveyard to your hand. 1/1.							
<b>Argivian Blacksmith</b>	SC C ●●● KKa WW1 AQ						
T: Negate 2 damage to target artifact creature. 2/2.							
<b>Armageddon</b>	SOR R ●●●● JMy W3 A,B,U,R,4TH						
Destroy all lands in play.							
<b>Army of Allah</b>	INS C ●●●● BSn WW1 AN						
+2/+0 to all attacking creatures until end of turn.							
<b>Artifact Ward</b>	EC C ●● DSh W AQ						
Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.							
<b>• Balance</b>	SOR R ●●●● MPo W1 A,B,U,R,4TH						
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.							
<b>Benalish Hero</b>	SC C ●●● DSh W A,B,U,R,4TH						
Bands. 1/1.							
<b>Black Ward</b>	EC U ●●●● Dfr W A,B,U,R,4TH						
Target creature gains protection from black.							
<b>Blaze of Glory</b>	INS R ●● RTh W A,B,U						
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.							
<b>Blessing</b>	EC R ●●●● JBo WW A,B,U,R,4TH						
W: +1/+1.							
<b>Blood of the Martyr</b>	INS U ●● CRu WWW DK, CH						
Until end of turn, you may redirect damage done to your creatures to yourself instead.							
<b>Blue Ward</b>	EC U ●●●● Dfr W A,B,U,R,4TH						
Target creature gains protection from blue.							
<b>Brainwash</b>	EC C ●● PVe W DK,4TH						
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.							



FUNGUSAUR



CYCLONE

**Fungusaur & Cyclone:** As long as you get the Fungusaur out ahead of the Cyclone, this can be a pretty nasty combo. The damage done by Cyclone grows each turn, but so does your Fungusaur. When old Fungie is big enough, let the Cyclone go and move in for the kill.

<b>Camel</b>	SC C ●● SeV W AN						
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.							
<b>Castle</b>	EN U ●●● DWi W3 A,B,U,R,4TH						
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.							
<b>Circle of Protection: Artifacts</b>	EN U ●●●● PVe W1 A,B,U,R,4TH						
2: Prevent all damage against you from an artifact source.							
<b>Circle of Protection: Black</b>	EN C ●●●● JMy W1 A,B,U,R,4TH						
1: Prevent all damage to you from one black source.							
<b>Circle of Protection: Blue</b>	EN C ●●●● DWi W1 A,B,U,R,4TH						
1: Prevent all damage to you from one blue source.							
<b>Circle of Protection: Green</b>	EN C ●●●● SeV W1 A,B,U,R,4TH						
1: Prevent all damage to you from one green source.							
<b>Circle of Protection: Red</b>	EN C ●●●● MTe W1 A,B,U,R,4TH						
1: Prevent all damage to you from one red source.							
<b>Circle of Protection: White</b>	EN C ●●●● DSh W1 A,B,U,R,4TH						
1: Prevent all damage to you from one white source.							
<b>Cleanse</b>	SOR R ●●●● Pfo WW2 LG						
Destroy all black creatures in play.							
<b>Cleansing</b>	SOR R ●●● PVe WWW DK						
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.							
<b>Clergy of the Holy Nimbus</b>	SC C ●● DGa W LG						
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.							
<b>Combat Medic</b>	SC C ●●●● Multi W2 FE						
W1: Prevent 1 damage to a player or creature. Artists: EBe, Lda, AMa, SVC. 0/2.							
<b>Consecrate Land</b>	EL U ●●●● JMe W A,B,U						
Target land is immune from all effects that would destroy it.							

creature, spell, or effect does to you.							
<b>Farmstead</b>	EL	R •	MPo	WWW	AB,U,R		
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.							
<b>Farrel's Mantle</b>	EC	U •••	AWe	W2	FE		
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.							
<b>Farrel's Zealot</b>	SC	C ••	Multi	WW1	FE		
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.							
<b>Farrelite Priest</b>	SC	U •	Pfo	WW1	FE		
1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3							
<b>Fasting</b>	EN	U ••	DSh	W	DK		
Take 1 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.							
<b>Festival</b>	INS	C ••	MPo	W	DK		
Opponent may not declare an attack this turn. Play during opponent's upkeep.							
<b>Fire and Brimstone</b>	INS	U ••	JMe	WW3	DK		
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.							
<b>Fortified Area</b>	EN	C ••	RAF	WW1	LG		
Give all your walls +1/+0 and banding.							
<b>Glyph of Life</b>	INS	C •	SVC	W			
Add to your life points damage done to target wall by attacking creatures.							



Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Great Defender</b> Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	••	MPo	W	LG	<b>Ivory Guardians</b> Protection from red. Make all guardians +1/+1 if opponent controls red cards.	SC	U	••••	MBe	WW4	LG, CH	<b>Preacher</b> T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.	SC	R	••••	QHo	WW1	DK
<b>Great Wall</b> Creatures with plainswalk may be blocked.	EN	U	•	SEv	W2	LG	<b>Jihad</b> +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	••••	BSn	WWW	AN	<b>Presence of the Master</b> Counter all new enchantments cast whenever Presence of the Master is in play.	EN	U	••••	Pfo	W3	LG
<b>Greater Realm of Preservation</b> W1: Prevent all damage to a player from a red or black source.	EN	U	••••	Nth	W1	LG	<b>Karma</b> Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	••••	Rth	WW2	ABUJR,4TH	<b>Purelace</b> Change the color of one card being played or in play to white.	INT	R	••••	SEv	W	ABUJR,4TH
<b>Green Ward</b> Target creature gains protection from green.	EC	U	••••	Dfr	W	ABUJR,4TH	<b>Keepers of the Faith</b> 2/3.	SC	C	••	DGe	WW1	LG, CH	<b>Rapid Fire</b> Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.	INS	R	••	Jha	W3	LG
<b>Guardian Angel</b> Negate X damage dealt to a target. Psst: put this card next to Paralyze.	INS	C	••••	AMa	WX	ABUJR	<b>King Suleiman</b> T: Destroy an Efreet or Djinn. 1/1.	SC	R	••	MPo	W1	AN	<b>Red Ward</b> Target creature gains protection from red.	EC	U	••••	Dfr	W	ABUJR,4TH
<b>Hand of Justice</b> T: Tap 3 target white creatures you control to destroy any target creature. 2/6.	SC	R	••••	MBe	W5	FE	<b>Kismet</b> All opponent's creatures, lands, and artifacts enter tapped.	EN	U	••••	KFo	W3	LG,4TH	<b>Remove Enchantments</b> Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.	INS	C	••	BSn	W	LG
<b>Healing Salve</b> Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	••••	Dfr	W	ABUJR,4TH	<b>Knights of Thorn</b> Protection from red, banding. 2/2.	SC	R	••••	CRu	W3	DK	<b>Repentant Blacksmith</b> Protection from red. 1/2.	SC	R	••••	DTu	W1	AN, CH
<b>Heaven's Gate</b> Change the color of one or more target creatures to white until end of turn.	INS	U	••	DSh	W	LG	<b>Lance</b> Target creature gains first strike.	EC	U	••	RAI	W	ABUJR	<b>Resurrection</b> Take a creature from your graveyard and put it directly into play as if just summoned.	SOR	U	••••	DWi	WW2	ABUJR
<b>Heroism</b> Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.	EN	U	••	MPo	W2	FE	<b>Land Tax</b> If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	••••	BSn	W	LG,4TH	<b>Reverse Damage</b> All damage you have taken from any one source is added to, not subtracted from, your life total.	INS	R	••••	DWi	WW1	ABUJR,4TH
<b>Holy Armor</b> Target creature gains +0/+2. W: +0/+1.	EC	C	••••	MBe	W	ABUJR,4TH	<b>Lifeblood</b> Take 1 life whenever opponent taps a mountain.	EN	R	••••	MTe	WW2	LG	<b>Reverse Polarity</b> All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.	INS	C	••••	Jha	WW	AQ,R
<b>Holy Day</b> Creatures attack and block as normal but deal no damage.	INS	C	••••	Jha	W	LG	<b>Martyr's Cry</b> Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	SOR	R	••••	JMe	WW	DK	<b>Righteous Avengers</b> Plainswalk. 3/1.	SC	U	••••	HHu	W4	LG
<b>Holy Light</b> Give all non-white creatures -1/-1 until end of turn.	INS	C	••	DTu	W2	DK	<b>Martyrs of Korlis</b> damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.	SC	U	••••	MOK	WW3	AQ	<b>Righteousness</b> Target defending creature gets +7/+7 until end of turn.	INS	R	••••	DSh	W	ABUJR,4TH
<b>Holy Strength</b> Target creature gains +1/+2.	EC	C	••••	AMa	W	ABUJR,4TH	<b>Mesa Pegasus</b> Flying, bands. 1/1.	SC	C	••••	MBe	W1	ABUJR,4TH	<b>Samite Healer</b> T: Prevent 1 damage to any target. 1/1.	SC	C	••••	TWb	W1	ABUJR,4TH
<b>Icition Infantry</b> T: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, DTu. 1/1.	SC	C	••	MuH	W	FE	<b>Miracle Worker</b> T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	••••	RSp	W	DK	<b>Savannah Lions</b> 2/1.	SC	R	••••	DGe	W	ABUJR,4TH
<b>Icition Javelineers</b> When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.	SC	C	••	MuH	W	FE	<b>Moot</b> Non-flying creatures cannot attack.	EN	R	••••	JMe	WW2	LG	<b>Seeker</b> Target creature may only be blocked by white or artifact creatures.	EC	C	••••	MPo	WW2	LG,4TH
<b>Icition Lieutenant</b> W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	•	PVe	WW	FE	<b>Moorish Cavalry</b> Trample. 3/3.	SC	C	••••	DWi	WW2	AN	<b>Serra Angel</b> Flying. Does not tap to attack. 4/4.	SC	U	••••	DSh	WW3	ABUJR,4TH
<b>Icition Moneychanger</b> Lose 3 life when casting and put 3 counters on Icition Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, DTu. 0/2.	SC	C	••••	MuH	W	FE	<b>Morale</b> Give all attacking creatures +1/+1 until end of turn.	INS	C	••	MPo	WW1	DK, 4TH	<b>Shahrazad</b> Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.	SOR	R	•	KFo	WW	AN
<b>Icition Phalanx</b> Bands. 2/4.	SC	U	••••	KFo	W4	FE	<b>Northern Paladin</b> WW, T: Destroy a black card in play. 3/3.	SC	R	••••	DSh	WW2	ABUJR,4TH	<b>Shield Wall</b> Give all your creatures +0/+2 until end of turn.	INS	U	••	DSh	W1	LG, CH
							<b>Order of Leitbur</b> Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.	SC	C	••••	MuH	WW	FE	<b>Spirit Link</b> Take 1 life for every point of damage target creature does.	EC	U	••••	KFo	W	LG,4TH



SORCERESS QUEEN



TRANSMUTATION

**Sorceress Queen & Transmutation:**  
Transmutation might be the ultimate wall killer, but that's not all it's good for. Use the Sorceress Queen on an unsuspecting beast, then spring Transmutation to make it 2/0. The rules here are pretty simple: no toughness, no creature.

<b>Icition Priest</b> WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	••••	DTu	W	FE
<b>Icition Scout</b> T: Give target creature first strike until end of turn. Artists: RAI, PKF, DSh. 1/1.	SC	C	••••	MuH	W	FE
<b>Icition Skirmishers</b> Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	••••	HHu	W3	FE
<b>Icition Town</b> Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	••••	TWb	W5	FE
<b>Indestructible Aura</b> Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	••	MPo	W	LG
<b>Infinite Authority</b> After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	••	DSh	WWW	LG, CH
<b>Island Sanctuary</b> If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	••	MPo	W1	ABUJR,4TH

<b>Osai Vultures</b> Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.	SC	U	•	Dfr	W1	LG,4TH
<b>Pearled Unicorn</b> 2/2.	SC	C	••	CBR	W2	ABUJR,4TH
<b>Personal Incarnation</b> If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.	SC	R	••••	KBr	WWW3	ABUJR,4TH
<b>Petra Sphinx</b> T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.	SC	R	••	SEv	WWW2	LG, CH
<b>Piety</b> +0/+3 to all defending creatures until end of turn.	INS	C	••	MPo	W2	AN,4TH
<b>Pikemen</b> Banding, first strike. 1/1.	SC	C	••••	DDe	W1	DK,4TH

<b>Swords to Plowshares</b> Remove target creature from game. Creature's controller gains life points equal to its power.	INS	U	••••	JMe	W	ABUJR,4TH
<b>Thunder Spirit</b> Flying, first strike. 2/2.	SC	R	••••	RAF	WW1	LG
<b>Tivadar's Crusade</b> All Goblins are destroyed.	SOR	U	•	DDe	WW1	DK
<b>Tundra Wolves</b> First strike. 1/1.	SC	C	••	QHo	W	LG,4TH
<b>Veteran Bodyguard</b> damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	••••	DSh	WW3	ABUJR
<b>Visions</b> Look at the top 5 cards of any library, then reshuffle it if you so choose.	SOR	U	••	Nth	W	LG,4TH
<b>Wall of Caltrops</b> If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.	SC	C	••	BSn	W1	LG
<b>Wall of Light</b> Protection from black. 1/5.	SC	U	••••	Rth	W2	LG
<b>Wall of Swords</b> Flying. 3/5.	SC	U	••••	MTe	W3	ABUJR,4TH
<b>War Elephant</b> Bands, trample. 2/2.	SC	C	••••	KBr	W3	AN, CH
<b>White Knight</b> Protection from black, first strike. 2/2.	SC	U	••••	DGe	WW	ABUJR,4TH
<b>White Ward</b> Target creature gains protection from white.	EC	U	••••	Dfr	W	ABUJR,4TH
<b>Witch Hunter</b> T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.	SC	R	••••	JMy	WW2	DK, CH
<b>Wrath of God</b> Bury all creatures in play.	INS	R	••••	QHo	WW2	ABUJR,4TH

• Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature	CU Cumulative Upkeep
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery	





## players guide

Name Kind Rarity Rating Artist Cost Sets Found  
Description

## LANDS

<b>Adventurer's Guildhouse</b>	LAN	U	•	TWā	LG
All your green legends may band with other legends.					
<b>Arena</b>	LAN	R	••••	RAI	BOOK
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.					
<b>Badlands</b>	LAN	R	•••••	RAI	AB,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.					
<b>Bayou</b>	LAN	R	•••••	JMy	AB,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.					
<b>Bazaar of Baghdad</b>	LAN	R	••	JMe	AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.					
<b>Bottomless Vault</b>	LAN	R	•••	PMa	FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.					
<b>Cathedral of Serra</b>	LAN	U	•	MPo	LG
All your white legends may band with other legends.					
<b>City of Brass</b>	LAN	R	••••	MTe	AN, CH
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.					
<b>City of Shadows</b>	LAN	R	••	TWā	DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows, on Island.					
<b>Desert</b>	LAN	C	•••	JMy	AN
T: Add 1, T: Do 1 damage to any attacking creature after it deals damage.					
<b>Diamond Valley</b>	LAN	R	•••••	BSn	AN
T: Sacrifice a creature to gain life equal to its toughness.					
<b>Dwarven Hold</b>	LAN	R	•••	PMa	FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.					
<b>Dwarven Ruins</b>	LAN	U	•	MPo	FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.					
<b>Ebon Stronghold</b>	LAN	U	•	MPo	FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.					
<b>Elephant Graveyard</b>	LAN	R	•••	RAI	AN
T: Add 1, T: Regenerate an Elephant or Mammoth.					
<b>Forest</b>	LAN	C	—	CRu	AB,U,R,4TH
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.					
<b>Hammerheim</b>	LAN	U	••••	BWa	LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.					
<b>Havenwood Battleground</b>	LAN	U	•	MPo	FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.					
<b>Hollow Trees</b>	LAN	R	•••	PMa	FE
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.					
<b>Icition Store</b>	LAN	R	•••	PMa	FE
Comes into play tapped. You may leave Icition Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.					
<b>Island</b>	LAN	R	—	MPo	AB,U,R,4TH
T: Add U to your mana pool.					
<b>Island of Wak-Wak</b>	LAN	R	•••••	DSH	AN
T: Reduce the power of one flying creature to 0 until end of turn.					
<b>Karakas</b>	LAN	U	••••	NLe	LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.					
<b>Library of Alexandria</b>	LAN	R	•••••	MPo	AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.					
<b>Maze of Ith</b>	LAN	U	•••••	AMa	DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.					
<b>Mishra's Factory</b>	LAN	U	••••	KFo,PFo	AQ,4TH
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.					

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
<b>Mishra's Workshop</b>	LAN	R	•••	KFo		AQ
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.						
<b>Mountain</b>	LAN	C	—	DSH		AB,U,R,4TH,AN
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.						
<b>Mountain Stronghold</b>	LAN	U	•	TWā		LG
All your red legends may band with other legends.						
<b>Oasis</b>	LAN	U	•••	BSn		AN,4TH
T: Negate 1 damage to any creature.						
<b>Pendelhaven</b>	LAN	U	••••	BWa		LG
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.						
<b>Plains</b>	LAN	C	—	JMy		AB,U,R,4TH
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.						
<b>Plateau</b>	LAN	R	•••••	DTu		AB,U,R
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.						
<b>Rainbow Vale</b>	LAN	R	•••	KFo		FE
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.						
<b>Ruins of Trokair</b>	LAN	U	•	MPo		FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
<b>Safe Haven</b>	LAN	R	••••	CRu		DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.						
<b>Sand Silos</b>	LAN	R	•••	PMa		FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
<b>Savannah</b>	LAN	R	•••••	RAI		AB,U,R
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.						
<b>Scrubland</b>	LAN	R	•••••	JMy		AB,U,R
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
<b>Tundra</b>	LAN	R	•••••	JMy		AB,U,R
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.						
<b>Underground Sea</b>	LAN	R	•••••	RAI		AB,U,R
T: Add either B or U to your mana pool. Treat as both a Swamp and an Unholy Citadel.						
<b>Unholy Citadel</b>	LAN	U	•	MPo		LG
All your black legends may band with other legends.						
<b>Urborg</b>	LAN	U	•••	BWa		LG
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.						
<b>Urza's Mine</b>	LAN	C	••	AMa		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
<b>Urza's Power Plant</b>	LAN	C	••	MTe		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
<b>Urza's Tower</b>	LAN	C	••	MPo		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.						
<b>Volcanic Island</b>	LAN	R	•••••	BSn		AB,U,R
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.						

## ICE AGE

## ARTIFACTS

<b>Adarkar Sentinel</b>	AC	U	•••	MBe	5	IA
1: +0/+1 until end of turn. 3/3.						
<b>Aegis of the Meek</b>	ART	R	•••	LWi	3	IA
1, T: Give a 1/1 creature +1/+2 until end of turn.						
<b>Amulet of Quoz</b>	ART	R	•••	Dfr	6	IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.						



DANCE OF MANY



TEMPEST EREET

**Dance of Many & Tempest Ereet: Disclaimer:**  
InQuest is not responsible for bodily injuries received as a result of this card tip. Now that we've got that out of the way, here's a very unkind ante trick. Copy a Tempest Ereet with the Dance of Many, then use the Tempest's card-trading ability. You get one of your opponent's cards, and he gets... a token you can destroy by not paying the Dance's upkeep cost. Nice? No. Powerful? Yes!

<b>Seafarer's Quay</b>	LAN	U	•	TWā		LG
All your blue legends may band with other legends.						
<b>Sorrow's Path</b>	LAN	R	•	RAF		DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.						
<b>Strip Mine</b>	LAN	U	•••••	DGe		AQ,4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.						
<b>Sylvanite Temple</b>	LAN	U	•	MPo		FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvanite Temple to add UU to your mana pool.						
<b>Swamp</b>	LAN	C	—	Dfr		AB,U,R,4TH
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.						
<b>Taiga</b>	LAN	R	•••••	RAI		AB,U,R
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.						
<b>Tabernacle of Pendrell Vale</b>	LAN	R	•••	NLe		LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.						
<b>Talaria</b>	LAN	U	•••	NLe		LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.						
<b>Tropical Island</b>	LAN	R	•••••	JMy		AB,U,R
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.						

<b>Accum's Sleigh</b>	ART	U	•••	TWā	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						
<b>Accum's Weather-vane</b>	ART	U	••	TWā	2	IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2: Turn a non-snow-covered land into a snow-covered land of the same type.						
<b>Accum's Whistle</b>	ART	U	•••	QHo	3	IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.						
<b>Barbed Sextant</b>	ART	C	•••	AWe	1	IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.						
<b>Baton of Morale</b>	ART	U	•••	DSH	2	IA
2: Give target creature banding until end of turn.						
<b>Celestial Sword</b>	ART	R	••	AWe	6	IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.						
<b>Crown of the Ages</b>	ART	R	••••	Dfr	2	IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.						
<b>Despotic Scepter</b>	ART	R	•••	Rth	1	IA
T: Bury target permanent you own.						
<b>Elkin Bottle</b>	ART	R	••	QHo	3	IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.						



Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Fyndhorn Bow</b>	ART	U	***	RAI	2	IA	<b>Pit Trap</b>	ART	U	***	AMa	2	IA	<b>Drift of the Dead</b>	SC	U	***	BSn	B3	IA
3, T: Give target creature first strike until end of turn.							2, T: Sacrifice to bury target non-flying creature that is attacking you.							Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */.						
<b>Goblin Lyre</b>	ART	R	***	MKI	3	IA	<b>Runed Arch</b>	ART	R	****	PfO	3	IA	<b>Fear</b>	EC	C	***	Rem	BB	A,B,U,R,4th,IA
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.							Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.							Only black or artifact creatures may block target creature.						
<b>Hematite Talisman</b>	ART	U	**	LWi	2	IA	<b>Shield of the Ages</b>	ART	U	****	AMa	2	IA	<b>Flow of Maggots</b>	SC	R	****	RSp	B2	IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.							2: Prevent 1 damage to you.							CU: 1. May not be blocked by non-wall creatures. 2/2.						
<b>Ice Cauldron</b>	ART	R	****	Dfr	4	IA	<b>Skull Catapult</b>	ART	U	***	BW	4	IA	<b>Foul Familiar</b>	SC	C	***	AMa	B2	IA
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put a charge counter on Ice Cauldron. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.							1, T: Sacrifice a creature to do 2 damage to any target.							Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.						
<b>Icy Manipulator</b>	ART	U	****	AWe	4	A,B,U,IA	<b>Snow Fortress</b>	AC	R	****	JMe	5	IA	<b>Gangrenous Zombies</b>	SC	C	***	BSn	BB1	IA
1, T: Tap any land, creature, or artifact.							Counts as wall. T: +1/+0 until end of turn. T: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.							T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.						
<b>Infinite Hourglass</b>	ART	R	***	HMc	4	IA	<b>Soldevi Golem</b>	AC	R	***	AMa	4	IA	<b>Goze of Pain</b>	SOR	C	***	AMa	B1	IA
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.							Does not untap during your untap phase. 0: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3.							For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.						
<b>Jester's Cap</b>	ART	R	****	Dfr	4	IA	<b>Soldevi Simulacrum</b>	AC	U	***	Dfr	4	IA	<b>Gravebind</b>	INS	R	**	DTu	B	IA
2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.							CU: 1. 1: +1/+0 until end of turn. 2/4.							Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.						
<b>Jester's Mask</b>	ART	R	***	Dfr	5	IA	<b>Staff of the Ages</b>	ART	R	***	DGe	3	IA	<b>Hecatomb</b>	EN	R	****	Nth	BB1	IA
Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterward.							Creatures with landwalk ability may be blocked as if they did not have that ability.							Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.						
<b>Jeweled Amulet</b>	ART	U	****	Dfr	0	IA	<b>Sunstone</b>	ART	U	**	PfO	3	IA	<b>Hoar Shade</b>	SC	C	***	Rth	B3	IA
1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.							2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.							B: +1/+1 until end of turn. 1/2.						
<b>Lapis Lazuli Talisman</b>	ART	U	**	AWe	2	IA	<b>Time Bomb</b>	ART	R	***	AWe	4	IA	<b>Howl from Beyond</b>	INS	C	****	MPo	BX	A,B,U,R,4th,IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.							Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.							Target creature gains +X/+0 until end of turn.						
<b>Malachite Talisman</b>	ART	U	**	CrU	2	IA	<b>Urza's Bauble</b>	ART	U	*	CrU	0	IA	<b>Hyalopterous Lemure</b>	SC	U	***	Rth	B4	IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.							T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.							0: Gains flying and -1/0 until end of turn. 4/3.						
<b>Nacre Talisman</b>	ART	U	**	MTe	2	IA	<b>Vexing Arcanix</b>	ART	R	****	RGa	4	IA	<b>Icequake</b>	SOR	U	***	RKF	BB1	IA
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.							3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.							Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.						
<b>Naked Singularity</b>	ART	R	**	MTe	5	IA	<b>Vibrating Sphere</b>	ART	R	**	Rth	4	IA	<b>Infernal Darkness</b>	EN	R	**	PfO	BB2	IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.							During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.							CU: B and 1 life. All mono-producing lands produce B instead of their normal mana.						
							<b>Walking Wall</b>	AC	U	****	AWa	4	IA	<b>Infernal Denizen</b>	SC	R	***	DTu	B7	IA
							Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.							During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7.						
							<b>Wall of Shields</b>	AC	U	**	RGa	3	IA	<b>Kjeldoran Dead</b>	SC	C	****	MBE	B	IA
							Counts as wall. Banding. 0/4.							You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.						
							<b>War Chariot</b>	ART	U	****	DWi	3	IA	<b>Knights of Stromgold</b>	SC	U	****	MPo	BB	IA
							3, T: Give target creature trample until end of turn.							Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.						
							<b>Whalebone Glider</b>	ART	U	***	AWe	2	IA	<b>Krovikan Elementalist</b>	SC	U	***	DSh	BB	IA
							2, T: Give one of your creatures with power no greater than 3 flying until end of turn.							2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.						
							<b>Zuran Orb</b>	ART	U	****	SeV	0	IA	<b>Krovikan Felish</b>	EC	C	**	HHu	B2	IA
							0: Sacrifice a land to gain 2 life.							Target creature gets +1/+1. Draw a card at the beginning of the next turn.						
														<b>Krovikan Vampire</b>	SC	U	***	QHo	BB3	IA
														If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.						
														<b>Legions of Lim-Dul</b>	SC	C	**	AMa	BB1	IA
														Snow-covered swampwalk. 2/3.						
														<b>Leshrac's Rite</b>	EC	U	***	Rth	B	IA
														Give target creature swampwalk.						
														<b>Leshrac's Sigil</b>	EN	U	****	DTu	BB	IA
														BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.						
														<b>Lim-Dul's Cohort</b>	SC	C	**	DSh	BB1	IA
														Creatures blocking or blocked by Lim-Dul's Cohort cannot regenerate this turn. 2/3.						
														<b>Lim-Dul's Hex</b>	EN	U	***	Lda	B1	IA
														During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.						
														<b>Mind Ravel</b>	SOR	C	*	MTe	B2	IA
														Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.						
														<b>Mind Warp</b>	SOR	U	***	Lda	B3X	IA
														Look at a player's hand and discard X cards of your choice from that hand.						
														<b>Mind Whip</b>	EC	R	***	DTu	BB2	IA
														During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage to this way.						
														<b>Minion of Leshrac</b>	SC	R	****	LWi	BBB4	IA
														Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.						
														<b>Minion of Tevash Szat</b>	SC	R	****	JBa	BBB4	IA
														Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.						



ARCDES SABBOTH

**Arcades Sabboth:** If you can afford them, all of the Elder Dragons are pretty darn powerful. Of the five, Arcades Sabboth is probably the best. Why? Because he doesn't have to attack to have an effect on the game. On defense, he's at least 7/9 and thanks to his personal Castle ability, and when attacking, he's probably the hardest to kill. Finding the mana to pay for him... now that's another story.

<b>Onyx Talisman</b>	ART	U	**	SeV	2	IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.						
<b>Pentagram of the Ages</b>	ART	R	***	DSh	4	IA
4, T: Prevent all damage done to you from one source.						

/* Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature	CU Cumulative Upkeep
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery	





# players guide

Name Kind Rarity Rating Artist Cost Sets Found

Description

**Mole Worms** SC U \*\*\*\* DGe B2 IA

T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.

**Moor Fiend** SC C \*\*\* AMa B3 IA

Swampwalk. 3/3.

**Necropotence** EN R • MTe BBB IA

Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.

**Norrit** SC C \*\*\*\* MRa B3 IA

T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.

**Oath of Lim-Dul** EN R • DSh B3 IA

For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.

**Pestilence Rats** SC C • JMe B2 IA

\* equals the number of other Rats in play. \*/3.

**Pox** SOR R \*\*\*\* CBr BBB IA

Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.

**Seizures** EC C • JBa B1 IA

When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.

**Songs of the Damned** INT C • PVe B IA

Add B to your mana pool for every creature in your graveyard.

**Soul Burn** SOR C • RAI B2 IA

Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.

**Soul Kiss** EC C \*\*\*\* NLe B2 IA

B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.

**Spoils of Evil** INT R • QHo B2 IA

Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.

**Spoils of War** SOR R \*\*\*\* PVe BX IA

Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.

**Stench of Evil** SOR U \*\*\*\* MTe BB2 IA

Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.

**Stromgald Cabal** SC R \*\*\*\* AMa BB1 IA

T: Sacrifice 1 life to counter a white spell. 2/2.

**Touch of Death** SOR C • MBe B2 IA

Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.

**Withering Wisps** EN U \*\*\*\* Nih BB1 IA

B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end of turn.

## BLUE

**Arnjlot's Ascent** EN C • DTu UU1 IA

CU: U. 1: Target creature gains flying until end of turn.

**Baldavian Conjurer** SC U \*\*\*\* MTe U1 IA

T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.

**Baldavian Shaman** SC C • QHo U IA

T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.

**Binding Grasp** EC U \*\*\*\* RTp U3 IA

Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.

**Brainstorm** INS C \*\*\*\* CRu U IA

Draw three cards, then put any two cards from your hand on top of your library in any order.

**Breath of Dreams** EN U • PFo UU2 IA

CU: U. Green creatures require an additional CU: 1.

**Clairvoyance** INS C • KMe U IA

Look at target player's hand. Draw a card at the beginning of the next turn.

**Counterspell** INT C \*\*\*\*\* LWi UU A,B,U,R,4th,IA

Counter target spell.

Name Kind Rarity Rating Artist Cost Sets Found

Description

**Deflection** INT R \*\*\*\*\* MRa U3 IA

Target spell with one target now targets a legal target of your choice.

**Dreams of the Dead** EN U • HHu U3 IA

U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.

**Enervate** INS C • LWi U1 IA

Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.

**Errant Minion** EC C • HMc U2 IA

During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.

**Essence Flare** EC C • RKF U IA

Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.

**Force Void** INT U • MTe U2 IA

Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.

**Glacial Wall** SC U • DWi U2 IA

0/7.

**Hydroblast** INT C • KFo U IA

Counter a red spell being cast or destroy a red permanent.

**Ice Berg** EN U • JMe UUx IA

Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. O: Remove an ice counter to add one colorless mana to your mana pool.



NAKED SINGULARITY



URZA'S TOWER

## Naked Singularity & Urza's Tower: Naked

Singularity can really screw with your opponent's mana, and it's super-effective if you're playing an artifact deck. Too bad it's got a cumulative upkeep of 3. Wait a sec. Urza lands? No prob. With a set of these babies, you'll have enough mana to keep the Singularity for several turns. By the time your opponent figures out what color mana his lands produce, you should be able to wrap up the game.

**Icy Prison** EN R • AMa UU IA

Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.

**Illusory Forces** SC C • JHa U3 IA

Flying. CU: U. 4/4.

**Illusory Presence** SC R • KFo UU1 IA

CU: U. During your upkeep, Illusory Presence gets the landwalk ability of your choice until next turn. 2/2.

**Illusory Terrain** EN U • RAI UU IA

CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.

**Illusory Wall** SC C • MPo U4 IA

Flying, first strike. CU: U. 7/4.

**Illusions of Grandeur** EN R • QHo U3 IA

CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.

**Infuse** INS C • RGo U2 IA

Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.

**Krovikan Sorcerer** SC C • PMa U2 IA

T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.

**Magus of the Unseen** SC R • KFo U1 IA

U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.

**Mesmeric Trance** EN R • Dfr UU1 IA

CU: 1. U: Discard a card from your hand to draw a card.

**Mistfolk** SC C • QHo UU IA

U: Counter any spell that targets Mistfolk. 1/2.

**Musican** SC R • DTu U2 IA

CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter, or the creature is destroyed. 1/1.

**Mystic Might** EL R • NLe U IA

CU: U1. O: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.

**Mystic Remora** EN C • KMe U IA

CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.

Name Kind Rarity Rating Artist Cost Sets Found

Description

**Phantasmal Mount** SC U • MBe U1 IA

Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.

**Polar Kraken** SC R • MTe UUJ8 IA

Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.

**Portent** SOR C • LDa U IA

You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.

**Power Sink** INT C • MPo UX A,B,U,R,4th,IA

Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is paid.

**Ray of Command** INS C • HMc U3 IA

Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.

**Ray of Erasure** INS C • MRa U IA

Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.

**Reality Twist** EN R • Jer UU IA

CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.

**Sea Spirit** SC U • RAI U4 IA

U: +1/+0 until end of turn. 2/3.

**Shift** SC R • RTh U4 IA

During your upkeep, you may change the color of Shift to any color or combination of colors. 4/2.

**Sibilant Spirit** SC R • RSp U5 IA

Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.

**Silver Erne** SC U • MBe U3 IA

Flying, trample. 2/2.

**Sleight of Mind** INT U • NLe U A,B,U,R,4th,IA

Change the text of a card being played or in play by switching one color word with another.

**Snow Devil** EC C • KMe U1 IA

Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

**Snowfall** EN C • PFo U2 IA

CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.

**Soldevi Machinist** SC U • JMe U1 IA

T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.

**Soul Barrier** EN U • HMc U2 IA

Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.

**Thunder Wall** SC U • RTh UU1 IA

Flying. U: +1/+1 until end of turn. 0/2.

**Updraft** INS U • LWi U1 IA

Give target creature flying until end of turn. Draw a card at the beginning of the next turn.

**Wind Spirit** SC U • KFo U4 IA

Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.

**Winter's Chill** INS R • EBe UX IA

Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.

**Word of Undoing** INS C • CRu U IA

Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.



Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	
Description							Description							Description							
<b>Wrath of Marit Lage</b>	EN	R	****	MRa	UU3	IA	<b>Merieke Ri Berit</b>	SC	R	***	HHu	BUW	IA	<b>Freyalise Suppliant</b>	SC	U	**	Multi	G1	IA	
Top all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.							Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.							T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.							
<b>Zur's Weirding</b>	EN	R	*****	Lda	U3	IA	<b>Monsoon</b>	EN	R	****	Nth	GR2	IA	<b>Freyalise's Charm</b>	EN	U	***	MOK	GG		
All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.							If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.								
<b>Zuran Enchanter</b>	SC	C	***	DSh	U1	IA	<b>Mountain Titan</b>	SC	R	****	MBe	BR2	IA	<b>Freyalise's Winds</b>	EN	R	***	MTe	GG2	IA	
B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.							RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.								
<b>Zuran Spellcaster</b>	SC	C	****	EBe	U2	IA	<b>Reclamation</b>	EN	R	***	DWi	GW2	IA	<b>Fyndhorn Brownie</b>	SC	C	***	RTh	G2	IA	
T: Do 1 damage to any target. 1/1.							No black creature may attack unless its controller sacrifice a land when that creature attacks.														

## MULTICOLORED

<b>Altar of Bone</b>	SOR	R	****	MBe	GW	IA
Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.						
<b>Centaaur Archer</b>	SC	U	***	MBe	GR1	IA
T: Deal 1 damage to target flying creature. 3/2.						
<b>Chromatic Armor</b>	EC	R	****	MPo	UW1	IA
Put a slight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a slight counter on Chromatic Armor and change the color that it protects against. X equals the number of slight counters on Chromatic Armor.						
<b>Diabolic Vision</b>	SOR	U	***	AWa	BU	IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.						
<b>Earthlink</b>	EN	R	**	RKF	BGR3	IA
Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						
<b>Elemental Augury</b>	EN	R	****	AWa	BUR	IA
3: Look at the top three cards of any player's library and put them back in any order.						
<b>Essence Vortex</b>	INS	U	***	MOK	BU1	IA
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.						
<b>Fiery Justice</b>	SOR	R	***	MBe	GRW	IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.						



FLASH FLOOD



ANKH OF MISHRA

**Flash Flood & Ankh of Mishra:** Although Flash Flood is far less powerful than its cousins Blue Elemental Blast and Hydroblast, it's not without its charms. Several Floods can be effective with an Ankh of Mishra. Of course, this only works if your opponent is playing with mountains, but hey, we never said it was a great card.

<b>Fire Covenant</b>	INS	U	***	Dfr	BR1	IA
Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.						
<b>Flooded Woodlands</b>	EN	R	***	KFo	BU2	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.						
<b>Fumarole</b>	SOR	U	****	DTu	BR3	IA
Sacrifice 3 life to destroy a land and a creature.						
<b>Ghastly Flame</b>	EN	R	*****	RGa	BR	IA
Black and red permanents and spells are considered colorless sources of damage.						
<b>Giant Trap Door Spider</b>	SC	U	***	HHu	GR1	IA
GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.						
<b>Glaciers</b>	EN	R	****	MTe	UW2	IA
All mountains become plains.						
<b>Hymn of Rebirth</b>	SOR	U	****	RKF	GW3	IA
Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.						
<b>Kjeldoran Frostbeast</b>	SC	U	****	MPo	GW3	IA
Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.						

<b>Earthlore</b>	EL	C	****	DTu	G	IA
0: Tap target land to give target blocking creature +1/+2 until end of turn.						
<b>Elder Druid</b>	SC	R	****	RKF	G3	IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.						
<b>Essence Filter</b>	SOR	C	****	Rem	GG1	IA
Destroy all enchantments or destroy all enchantments that are not white.						
<b>Fanatical Fever</b>	INS	U	***	JBa	GG2	IA
Give a creature +3/+0 and trample until end of turn.						
<b>Folk of the Pines</b>	SC	C	****	Multi	G4	IA
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu						
<b>Forbidden Lore</b>	EL	R	****	CRu	G2	IA
0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.						
<b>Forgotten Lore</b>	SOR	U	****	HMc	G	IA
Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.						
<b>Foxfire</b>	INS	C	**	MOK	G2	IA
Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.						

<b>Stampede</b>	INS	R	****	JMe	GG1	IA
All attacking creatures get trample and +1/+0 until end of turn.						
<b>Stunted Growth</b>	SOR	R	****	Nth	GG3	IA
Target player must choose three cards from his or her hand and put them on top of his library in any order.						
<b>Tarpan</b>	SC	C	***	MOK	G	IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.						
<b>Thermokarst</b>	SOR	U	***	KMa	GG1	IA
Destroy target land. You gain 1 life if that land is snow-covered.						
<b>Thoughtleech</b>	EN	U	****	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
<b>Tinder Wall</b>	SC	C	****	Rem	G	IA
Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.						
<b>Touch of Vitae</b>	INS	U	***	LWi	G2	IA
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.						
<b>Trailblazer</b>	INS	R	****	JBa	GG2	IA
Target creature may not be blocked this turn.						
<b>Venomous Breath</b>	INS	U	***	LWi	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						

•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery

CU Cumulative Upkeep





# players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Wall of Pine Needles	SC	U	•••	BSn	G3	IA
G: Regenerate. 3/3.						
Whiteout	INS	U	••••	Nth	G1	IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.						
Wiitigo	SC	R	•••	MBe	G3G3	IA
Put six +1/+1 counters on Wiitigo when it comes into play. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.						
Wild Growth	EL	C	•••	MRa	G A,B,U,R,4th,IA	IA
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
Woolly Mammoths	SC	C	•••	Dfr	GG1	IA
Gains trample if you control any snow-covered lands. 3/2.						
Woolly Spider	SC	C	••••	DGe	GG1	IA
Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.						
Yavimaya Gnats	SC	U	••••	Dfr	G2	IA
Flying. G: Regenerate. 0/1.						

## RED

Aggression	EC	U	••••	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Anarchy	SOR	U	•••••	PfO	RR2	IA
Destroy all white permanents.						
Avalanche	SOR	U	•••	BSn	RR2X	IA
Destroy X snow-covered lands.						
Balduvian Barbarians	SC	C	••	MPo	RR1	IA
3/2.						
Balduvian Hydra	SC	R	•••	MBe	RRX	IA
Put X +1/+0 counters on Balduvian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.						
Barbarian Guides	SC	C	•••	RTh	R2	IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.						
Battle Frenzy	INS	C	•••	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
Bone Shaman	SC	C	••	AMa	RR2	IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.						
Brand of Ill Omen	EC	R	•••	RAI	R3	IA
CU: R: Target creature's controller may not cast summon spells.						
Chaos Lord	SC	R	•••	BSn	RR4	IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.						
Chaos Moon	EN	R	•••	DTu	R3	IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
Conquer	EL	U	•••••	RGa	RR3	IA
Take control of target land.						
Curse of Marit Lage	EN	R	••••	AWa	RR3	IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
Dwarven Army	EN	R	••••	RTh	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Errantry	EC	C	•••	LWi	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
Flame Spirit	SC	U	••	JHa	R4	IA
R: +1/+0 until end of turn. 2/3.						
Flare	INS	C	••	DTu	R2	IA
Flare does 1 damage to any target. Draw a card at the beginning of the next turn.						
Game of Chaos	SOR	R	•••	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Glacial Crevasses	EN	R	••	MRa	R2	IA
0: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.						
Goblin Mutant	SC	U	••	DGe	RR2	IA
Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.						
Goblin Sappers	SC	C	•••	JMe	R1	IA
RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.						
Goblin Ski Patrol	SC	C	•	MPo	R1	IA
RR, T: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.						
Goblin Snowman	SC	U	•••	DGe	R3	IA
Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Orchid Healer	SC	U	•••	QHo	RR	IA
RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.						
Orchid Librarian	SC	R	••••	PfO	R1	IA
R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.						
Orchid Lumberjack	SC	C	••••	Dfr	R	IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.						
Orchid Squatters	SC	R	••••	RKF	R4	IA
If Orchid Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orchid Squatters deal no damage this turn. 2/3.						
Panic	INS	C	••	MKi	R	IA
Target creature may not block this turn. Draw a card at the beginning of the next turn.						
Pyroblast	INT	C	•••••	KFo	R	IA
Counter target blue spell or destroy target blue permanent.						



**Wall of Opposition & Animate Wall:** This combo is so enticing, we couldn't resist it. Get these two cards together and you'll have one of the most potent attacking forces mana can buy.

## WALL OF OPPOSITION ANIMATE WALL

Grizzled Wolverine	SC	C	••	CBR	RR1	IA
R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.						
Imposing Visage	EC	C	•••	PfO	R	IA
Target creature cannot be blocked by less than 2 creatures.						
Incinerate	INS	C	••••	MPo	R1	IA
Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.						
Jokulhaups	SOR	R	•••••	RTh	RR4	IA
Bury all artifacts, creatures, and lands.						
Karplusan Giant	SC	U	••••	DGe	R6	IA
0: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3.						
Karplusan Yeti	SC	R	••••	QHo	RR3	IA
T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3.						
Lava Burst	SOR	C	••••	TWb	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Marton Stromgold	SC	R	•••••	MPo	RR2	IA
If Marton Stromgold attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.						
Melee	INS	U	••••	DWi	R4	IA
Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.						
Melting	EN	U	•••	RGa	R3	IA
All snow-covered lands turn into non-snow-covered lands of the same type.						
Meteor Shower	SOR	C	••••	REm	RXX	IA
Meteor Shower does X-1 damage divided any way you choose to any number of targets.						
Mountain Goat	SC	C	•••	CBR	R	IA
Mountainwalk. 1/1.						
Mudslide	EN	R	••	BSn	R2	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.						
Orchid Cannoneers	SC	U	•••	Dfr	RR1	IA
T: Does 2 damage to any target and 3 damage to you. 1/3.						
Orchid Conscripts	SC	C	•	DSH	R	IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.						
Orchid Farmer	SC	C	•••	Dfr	RR1	IA
T: Turn target land into a swamp until its controller's next untap phase. 2/2.						

Pyroclasm	SOR	U	••••	PMo	R1	IA
Do 2 damage to each creature.						
Sabretooth Tiger	SC	C	•••	MBe	R2	IA
First strike. 2/1.						
Shatter	INS	C	••••	BWa	R1 A,B,U,R,4th,IA	IA
Destroy target artifact.						
Stone Rain	SOR	C	•••	KFo	R2 A,B,U,R,4th,IA	IA
Destroy any one land.						
Stone Spirit	SC	U	•••	JMe	R4	IA
Stone Spirit cannot be blocked by flying creatures. 4/3.						
Stonehands	EC	C	•••	Dfr	R2	IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Tor Giant	SC	C	••	DSH	R3	IA
3/3.						
Total War	EN	R	•••	DTu	R3	IA
Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.						
Vertigo	INS	U	•••	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Lava	SC	U	•••	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Word of Blasting	INS	U	•••	KMe	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						

## WHITE

Adarkar Unicorn	SC	C	•••	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Arctic Foxes	SC	C	••	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	•••	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Armor of Faith	EC	C	•••	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
Battle Cry	INS	U	•••	DSH	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Black Scarab	EC	U	•••	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Blessed Wine	INS	C	••	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						



Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Blinking Spirit</b> O: Blinking Spirit returns to its owner's hand. 2/2.	SC	R	★★★★	LW1	W3	IA	<b>Kjeldoran Skycaptain</b> Flying, banding, first strike. 2/2.	SC	U	★★★	MPo	W4	IA	<b>Ice Floe</b> You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.	LAN	U	★★	JMe		IA
<b>Blue Scarab</b> Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.	EC	U	★★	AWe	W	IA	<b>Kjeldoran Skyknight</b> Flying, banding, first strike. 1/1.	SC	C	★★★★	MPo	W2	IA	<b>Island</b> T: Add U to your mana pool.	LAN	C	—	AMa	A,B,U,R,4th,IA	
<b>Call to Arms</b> Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.	EN	R	★★★★	RGa	W1	IA	<b>Kjeldoran Warrior</b> Banding. 1/1.	SC	C	★★	MPo	W	IA	<b>Karplusan Forest</b> T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.	LAN	R	★★	NLe		IA
<b>Caribou Range</b> WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.	EL	R	★★★★	RTP	WW2	IA	<b>Lightning Blow</b> Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.	INS	R	★★	HMc	W1	IA	<b>Land Cap</b> If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.	LAN	R	★★★★	LW1		IA
<b>Circle of Protection: Black</b> 1: Prevent all damage to you from one black source.	EN	C	★★★★	SeV	W1	A,B,U,R,4th,IA	<b>Lost Order of Jarkeld</b> * equals the number of creatures controlled by target opponent.	SC	R	★★	ARu	WW2	IA	<b>Lava Tubes</b> If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.	LAN	R	★★★★	BWa		IA
<b>Circle of Protection: Blue</b> 1: Prevent all damage to you from one blue source.	EN	C	★★★★	PVe	W1	A,B,U,R,4th,IA	<b>Mercenaries</b> If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.	SC	R	•	CBR	W3	IA							
<b>Circle of Protection: Green</b> 1: Prevent all damage to you from one green source.	EN	C	★★★★	SeV	W1	A,B,U,R,4th,IA	<b>Order of the Sacred Torch</b> T: Sacrifice 1 life to counter a black spell. 2/2.	SC	R	★★★★	RTP	WW1	IA							
<b>Circle of Protection: Red</b> 1: Prevent all damage to you from one red source.	EN	C	★★★★	PVe	W1	A,B,U,R,4th,IA	<b>Order of the White Shield</b> Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.	SC	U	★★★★	RTP	WW	IA							
<b>Circle of Protection: White</b> 1: Prevent all damage to you from one white source.	EN	C	★★★★	SeV	W1	A,B,U,R,4th,IA														
<b>Cold Snap</b> CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.	EN	U	•	RGa	W2	IA														
<b>Cooperation</b> Target creature gains banding.	EC	C	★★	Pfo	W2	IA														
<b>Death Ward</b> Regenerates target creature.	INS	C	★★	HMc	W	A,B,U,R,4th,IA														
<b>Disenchant</b> Destroy target enchantment or artifact.	INS	C	★★★★	BSn	W1	A,B,U,R,4th,IA														
<b>Drought</b> During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.	EN	U	★★★★	Nth	WW2	IA														
<b>Elvish Healer</b> T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.	SC	C	★★	REm	W2	IA														
<b>Enduring Renewal</b> Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.	EN	R	★★★★	HMc	WW2	IA														
<b>Energy Storm</b> CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.	EN	R	★★★★	SeV	W1	IA														
<b>Formation</b> Give target creature banding until end of turn. Draw a card at the beginning of the next turn.	INS	R	•	KMe	W1	IA														
<b>Fylgia</b> Put four healing counters on Fylgia when it comes into play. O: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.	EC	C	★★★★	EBe	W	IA														
<b>General Jarkeld</b> T: Exchange two blocking creatures without creating an illegal block. 1/2.	SC	R	★★	Rth	W3	IA														
<b>Green Scarab</b> Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	★★	NLe	W	IA														
<b>Hallowed Ground</b> WW: Return a non-snow-covered land you control to its owner's hand.	EN	U	•	DSH	W1	IA														
<b>Heal</b> Prevent 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	★★	MTe	W	IA														
<b>Hipparian</b> Hipparian cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.	SC	U	★★	DW1	W1	IA														
<b>Justice</b> Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.	EN	U	★★★★	RTP	WW2	IA														
<b>Kelsinko Ranger</b> W1: One green creature gains first strike until end of turn. 1/1.	SC	C	•	MPo	W	IA														
<b>Kjeldoran Elite Guard</b> T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.	SC	U	★★	MBE	W3	IA														
<b>Kjeldoran Guard</b> T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.	SC	C	•	AWa	W1	IA														
<b>Kjeldoran Knight</b> Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.	SC	R	★★★★	RSp	WW	IA														
<b>Kjeldoran Phalanx</b> First strike, banding. 2/5.	SC	R	★★	RKF	W5	IA														
<b>Kjeldoran Royal Guard</b> T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	SC	R	★★★★	LW1	WW3	IA														



MOUNTAIN YETI



BLOOD MOON

**Mountain Yeti & Blood Moon:** With protection from white and mountainwalk, this guy's stacked! Problem is, not everyone plays with mountains. On the other hand, just about everybody plays with some kind of special lands. That's where Blood Moon comes in. Make those annoying lands mountains, and then send in Big Foot for an unblockable attack

**Prismatic Ward** EC C •• LW1 W1 IA  
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

**Rally** INS C •• HHu WW IA  
All blocking creatures gain +1/+1 until end of turn.

**Red Scarab** EC U ••• SeV W IA  
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

**Sacred Boon** INS U ••• MRa W1 IA  
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.

**Seraph** SC R ••••• CRu W6 IA  
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.

**Shield Bearer** SC C •• DFr W1 IA  
Banding. 0/3.

**Snow Hound** SC U ••• PMo W2 IA  
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.

**Swords to Plowshares** INS U ••••• KFo W A,B,U,R,4th,IA  
Remove target creature from game. Creature's controller gains life points equal to the creature's power.

**Warning** INS C •• PMo W IA  
Target attacking creature does no damage in combat this turn.

**White Scarab** EC U ••• Pfo W IA  
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.

## LANDS

**Adarkor Wastes** LAN R ••• MRa IA  
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

**Brushland** LAN R ••• BWa IA  
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

**Forest** LAN C — PMo A,B,U,R,4th,IA  
T: Add G to your mana pool.

**Glacial Chasm** LAN U •• LDa IA  
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

**Halls of Mist** LAN R ••••• MPo IA  
CU: 1. No creature may attack if it attacked during its controller's last turn.

on Lava Tubes.

**Mountain** LAN C — TWa A,B,U,R,4th,IA  
T: Add R to your mana pool.

**Plains** LAN C — CRu A,B,U,R,4th,IA  
T: Add W to your mana pool.

**River Delta** LAN R ••••• SeV IA  
If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.

**Snow-Covered Forest** LAN U — PMo IA  
T: Add G to your mana pool.

**Snow-Covered Island** LAN U — AMa IA  
T: Add U to your mana pool.

**Snow-Covered Mountain** LAN U — TWa IA  
T: Add R to your mana pool.

**Snow-Covered Plains** LAN U — CRu IA  
T: Add W to your mana pool.

**Snow-Covered Swamp** LAN U — DSh IA  
T: Add B to your mana pool.

**Sulfurous Springs** LAN R ••• Pfo IA  
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.

**Swamp** LAN C — DSh A,B,U,R,4th,IA  
T: Add B to your mana pool.

**Timberline Ridge** LAN R ••••• JMe IA  
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.

**Underground River** LAN R ••• Nth IA  
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.

**Veldt** LAN R ••••• BWa IA  
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.



# INQUEST

## players guide

### SHADOWFIST

#### CHARACTERS

Name	Rarity	Artist	Cost	Resource	Body
<b>Subtitle, Description</b>					
<b>\$10,000 Man</b> Jury-Rigged Cyborg. Toughness: 1. Cannot turn to heal.	U	DFr	h4	Jh	6
<b>Abysmal Daughter</b> Vampiric Demon. Unique. Do 1 damage to any site whenever a character is smoked.	R	KFo	Em4	E	1
<b>Abysmal Horror</b> Demon. Regenerates.	C	RAI	Em3	E	4
<b>Abysmal Spirit</b> Ghost Assassin. Assassinate.	U	SVC	E3	Em	2
<b>Adrienne Hart</b> Pledged Martial Artist. Unique. States cannot be played on Adrienne.	R	KMe	AAAA4	A	8
<b>Alpha Beast</b> Early Model Abomination.	V	MTe	2	F	2
<b>Arcanotechnician</b> Buro Scientist. Turn Arcanotechnician and toast a character in your smoked pile to return any card in your smoked pile to your hand.	U	AMa	A2	Amh	1
<b>Arcanowave Researcher</b> Scientist. Turn to force-target player to discard a card at random from his or her hand.	U	DGe	F1	Fmh	1
<b>Average Joe</b> Blue-Collar Hero. Toughness: 1.	V	DSH	3	D	2
<b>Battlechomp Potemkin</b> Subversive Leader. Unique. Turn to untum any number of Jammer characters whose combined play cost does not exceed 4.	R	RKF	J4	Jh	5
<b>Big Brother Tsiem</b> Demon Hood. Unique. Pay 1 Power to give Big Brother Tsiem +3 Fighting until end of turn. You may only use this ability once per turn.	R	EBE	2	E	2
<b>Big Bruiser</b> Kicker of Butts. Guts. Toughness: 1.	U	RKF	DD5	D	6
<b>Brain Eater</b> Abomination. Ambush.	U	DGe	FF4	F	3
<b>Buro Assassin</b> Covert Operator. Ambush.	C	HHu	F3	F	2
<b>Buro Official</b> Vile Bureaucrat. Turn to give a character with a play cost of no greater than 3 Ambush until end of turn.	U	DSH	A2	A	1
<b>Cabinet Minister</b> Pledged Politician. Turn and maintain to control or cancel target Edge. If target Edge leaves play while under your control, Cabinet Minister is smoked.	C	ARu	A1	A	1
<b>Capoeira Master</b> Martial Artist. Does +3 damage when intercepting.	R	MPo	DDD4	D	5
<b>Chin Ken</b> Kung Fu Master. Unique. Gains the abilities of each character he is in combat with until combat with that character is resolved.	R	DSH	GGG64	Gcc	7
<b>Chinese Doctor</b> Wise Physician. Turn to heal target character.	C	ARu	D1	D	1
<b>Chromosome Screamer</b> Escaped Abomination. Guts. +2 damage against Architects of the Flash characters and sites.	U	AWa	h4	J	4
<b>Church Official</b> Pledged Operative. Turn and pay 1 Power to cancel and smoke any Magic card in play.	U	HHu	AAA2	A	1
<b>Confucian Sage</b> Font of Wisdom. Turn to look at target player's hand.	U	MBe	G2	Gc	1
<b>Desdemona Deathangel</b> Abomination. Unique. Ambush.	R	AWa	AAA5	A	5
<b>DNA Mage</b> Occult Scientist. Cannot turn to attack.	C	SVC	1	Fhm	1
<b>Dr. April Mucosa</b> Mad Scientist. Unique. Turn to reduce the damage target character inflicts by 3 until end of turn.	R	DFr	F3	Fhm	1
<b>Draco</b> Lodge Enforcer. Unique.	R	MPo	AAAA6	A	12
<b>Dragon Adept</b> Versatile Combatant. Independent.	U	HBr	DD4	D	5
<b>Dragon Fighter</b> Streethigher. Guts.	C	RKF	4	D	4
<b>Dump Warrior</b> Scavenger/Scrapper. Ignore resource symbols when playing weapons or vehicles on Dump Warrior.	C	DFr	2	Jh	2
<b>Edge Warrior</b> Subversive Op. Cannot be intercepted by Buro, PubOrd, or Cop characters.	C	JBa	1	J	1
<b>Elderly Monk</b> Sage. Whenever you draw cards, draw an additional card.	R	DDe	G2	Gc	1
<b>Eunuch Underling</b> Sorcerous Bureaucrat.	V	KFo	2	Em	2

Name	Rarity	Artist	Cost	Resource	Body
<b>Subtitle, Description</b>					
<b>Everyday Hero</b> Brave Scrapper. Guts.	V	LDA	2	D	2
<b>Evil Twin</b> Gains Fight Score and all Special Abilities of another character in play.	R	KFo	E3	E	+
<b>Fist of the Bear</b> Lodge Enforcer.	U	MPo	AA4	A	6
<b>Fong Sai Yuk</b> Martial Artist. Unique. Superleap.	R	MBe	GGG6	Gc	9
<b>Friends of the Dragon</b> Dragon Supporters.	V	DSH	1	D	1
<b>Gadgeteer</b> Resourceful Techie. Gains +1 Fighting for each High Tech card placed on her.	C	DSH	D2	Dh	2
<b>Gao Zhang</b> Center of the Lotus. Unique. Turn Gao Zhang to change the target of an Event card.	R	MBe	EEEE6	EEmmm	10
<b>Gardener</b> Devoted Follower. Turn to remove two damage counters from a feng shui site.	C	NLe	G1	Gc	1
<b>General, The</b> Military Mastermind. Tactics. All characters that attack with The General gain Tactics for the duration of the attack.	U	RTh	GG4	G	3
<b>Ghostly Seducer</b> Demon Sorceress. Turn to send any turned character back to its owner's hand.	R	SAI	Em4	Em	1
<b>Gnarled Horror</b> Demon. Any character damaged by Gnarled Horror is smoked. Does not affect characters with vehicles.	U	MTe	Em2	E	1
<b>Gnarled Marauder</b> Demon. Any damage Gnarled Marauder does to a site in an attack is also inflicted on the back-row site behind that site.	U	QHo	Em3	E	3
<b>Golden Candle Society</b> Secret Society.	V	MOK	1	Gc	1
<b>Green Monk</b> Martial Artist. Toughness: 1.	U	DGe	G4	Gc	4

Name	Rarity	Artist	Cost	Resource	Body
<b>Subtitle, Description</b>					
<b>Johann Bonengel</b> Unique. Turn for Two Power. While Johan is untumed, opponents cannot play states on your cards.	R	DDe	FFFF3	FF	5
<b>Johnny Tso</b> Heroic Gunman. Unique. Assassinate against Eaters of the Lotus characters. Weapons played on Johnny Tso have no cost.	R	EBE	DDD3	D	4
<b>Jueiding Shelun</b> Eunuch Sorcerer. Unique. You may turn any card in play when Jueiding Shelun smokes a character in combat.	R	MPo	EEE5	Em	8
<b>Kan Li</b> Martial Artist. Unique. You may smoke any States on characters in combat with Kan Li before combat is resolved.	R	DGe	EE4	E	7
<b>Kar Fai</b> Kung Fu Master. Unique. Guts. All other Dragon characters you control gain Guts and +1 Fighting while Kar Fai is in play.	R	DSH	DDDD7	DDc	11
<b>King of the Thunder Pagoda</b> Netherworld Warlord. Unique. Any player may take control of King of the Thunder Pagoda at any time by paying 8 power. All Thunder characters you control gain +1 Fighting.	R	MBe	6	Mmm	12
<b>Kun Kan</b> Earth Demon. Regenerates.	U	EBE	Em4	E	5
<b>Liquidators</b> Pledged Enforcers. +1 damage if you also control a Lodge character.	V	RTh	3	A	3
<b>Luis Camacho</b> Vengeful Hood. Unique. Gains +1 Fighting for each Hood card in your smoked pile.	R	LWi	4	—	2
<b>Mad Dog McCraun</b> Big Bruiser. Unique. Toughness: 1. Guts.	R	MPo	DDD4	D	6
<b>Masked Avenger</b> Vigilante Hero. Takes no damage from characters with a Fighting score of 1.	U	NTh	D3	D	4
<b>Maverick Cop</b> Gun-Toting Hero. Takes no damage from Hood characters.	U	NTh	D3	D	4
<b>Midnight Whisperer</b> Abomination. Ambush.	C	SVC	F1	F	1
<b>Might of the Elephant</b> Lodge Enforcer. X is the number of Ascended resources in your resource pool.	U	MPo	4	A	X
<b>Military Commandant</b> Pledged Mastermind. Turn and maintain to give target character +2 Fighting.	U	MKi	AA2	A	1
<b>Monster Hunter</b> Timewalker. Turn and maintain to control a demon or spirit.	U	AMa	F3	F	3
<b>Mooks</b> Mercenary Hoods.	V	RRo	1	—	1
<b>Mother of Corruption</b> Demon Queen. Unique. Cannot be turned to attack. Cannot heal.	R	DGe	EEEE5	—	13
<b>Mr. X</b> Lodge Mastermind. Unique. Turn and maintain to control a character with a play cost of no greater than 3.	R	Pfo	AA3	A	1



**Charmed Life & Neutron Bomb**— Sometimes it's just one of those days. A nice nuclear bomb hits the sky, and you miss all the pretty colors. With Charmed Life, you can make one of your characters completely immune to the wipe-out effect of a Neutron Bomb. With all the other characters eliminated, you can go in for the kill. Hello? Is anybody out there?

#### CHARMED LIFE

#### NEUTRON BOMB

<b>Gruff Lieutenant</b> Pledged Cop. Stealth.	C	DSH	A1	A	1
<b>Homo Omega</b> Buro Cyborg. Unique. Toughness: 2.	R	MTe	AAAA6	Ammmm	10
<b>Hopping Vampire</b> Ancient Monster.	C	LWi	4	E	4
<b>Iala Mané</b> Martial Artist. Unique. Independent. Can attack during an opponent's turn.	R	MPo	DDDD5	D	8
<b>Ice Warriors</b> Netherworld Soldier.	C	HHu	2	M	2
<b>Imperial Guard</b> Ancient Cop. Imperial Guard gains +X Fighting, where X is the number of Eunuchs you control.	U	MPo	E2	E	1
<b>Instrument of the Hand</b> Martial Artist.	V	QHo	2	Gc	2
<b>Jack Donovan</b> Maverick Cop. Unique. Guts. If one of your sites is burned while Jack Donovan is in your smoked pile, he returns to your hand.	R	LDA	DDDS	D	8

<b>Muckraking Journalist</b> Pledged Operative. Turn and maintain to prevent target character from untuming normally.	U	SVC	A2	A	1
<b>Mutoid</b> Abomination. Guts. Mutoid's damage is increased by the number of damage counters on it.	U	QHo	AA4	A	4
<b>Mysterious Stranger</b> Netherworld Outcast. The controller of a character who intercepts Mysterious Stranger loses all power.	U	RKF	3	—	2
<b>Nine Cuts</b> Mercenary Assassin. Unique. Assassinate.	R	RTh	4	—	2
<b>Nirmal Yadav</b> Supersoldier. Unique. Toughness: 1 when attacking.	R	DFr	FFF4	Fh	7
<b>Old Hermit</b> Wily Sorcerer. Turn and pay 1 Power to untum any non-character card.	U	MBe	D3	Dcm	2
<b>Old Master</b> Kung Fu Master. Turn and maintain to give all your Chi characters +1 Fighting.	R	RKF	GG5	Gc	5



Name	Subtitle, Description	Rarity	Artist	Cost	Resource	Body	Name	Subtitle, Description	Rarity	Artist	Cost	Resource	Body	Name	Subtitle, Description	Rarity	Artist	Cost	Resource	Body
<b>One Hundred Names</b>	U RKF GG3 6 6						<b>Silver Fist</b>	R KFo DDD4 D 6						<b>Vladimir Kavalov</b>	R MBe AAA4 A 7					
Legion of Followers. Cannot attack.							Cosmopolitan Hero. Independent.							Lodge Mastermind. Unique. You may discard an additional card at the beginning of your turn.						
<b>Orange Monk</b>	U MBe G5 Gc 3						<b>Sinister Priest</b>	V PFo 1 Em 1						<b>Walker of the Purple Twilight</b>	U AWa EE5 Emm 6					
Martial Artist. Superleap. Orange Monk gains +1 Fighting for each State card on him.							Macabre Sorcerer.							Eunuch Sorcerer. Whenever Walker does damage to a feng shui site in an attack, you may do 2 points of damage to any target in play.						
<b>Oscar Balbuena</b>	R JSn DDD5 D 7						<b>Sneak Man</b>	R LWi EE4 E 4						<b>Walking Corpses</b>	C DGe E2 E 4					
Karate Cop. Unique. Oscar Balbuena untuns whenever you are attacked.							Demon. Sneak Man heals at the end of each turn.							Undead Servitors. Cannot turn to change location and cannot be healed.						
<b>Phillipe Benoit</b>	R DSh AA4 A 5						<b>Soul of the Snake</b>	U MBe A3 A 2						<b>Web of the Spider</b>	R MPo AAA3 A 3					
Pledged Assassin. Unique. Stealth.							Lodge Mastermind. Turn to change the subject of a State card as it is played to a different subject with the same controller as the original subject.							Lodge Mastermind. Turn to change the position of target character to any location on its controller's side. This ability cannot be used during an attack.						
<b>Pledged, The</b>	V RRo 1 A 1						<b>Sting of the Scorpion</b>	U QHo AAA5 A 4						<b>White Disciple</b>	C LWi E2 Em 2					
Loyal Initiates.							Lodge Assassin. Assassinate.							Eunuch Sorcerer. Turn to do 2 points of damage to any target. This does 1 damage to White Disciple as well.						
<b>Prototype X</b>	R BSn AAA4 A 8						<b>Strike Force</b>	R MOK AAA6 A 7						<b>White Ninja</b>	R KFo 5 — 3					
Abomination. Unique. Prototype X's Fighting score is reduced by the number of Chi characters in play.							Pledged Commanders. Tactics. Stealth.							Assassin. Unique. Stealth. Ambush.						
<b>PubOrd Officer</b>	V LWi 1 F 1						<b>Student of the Bear</b>	V QHo 1 A 1						<b>Wong Fei Hong</b>	R CRu GGG6 Gc 11					
Security Cop.							Pledged Martial Artist.							Kung Fu Master. Unique.						
<b>PubOrd Sniper</b>	C MTe F2 F 1						<b>Sun Chen</b>	R MBe GGG5 G 8						<b>Zheng Yi Quan</b>	R MBe DDD6 Dc 11					
Cop. Turn to do 1 point of damage to an attacking character.							Unique. Superleap. You may not play states on Sun Chen.							Kung Fu Master. Unique.						
<b>PubOrd Squad</b>	V BWa 3 F 3						<b>Super Soldier</b>	U MPo AA4 A 5												
BuroCops.							Fanatic Cop. Guts.													
<b>Quai Li</b>	R KFo GG2 G 1						<b>Swat Team</b>	V MKi 2 A 2												
Spy. Unique. Turn to inflict 2 points of damage on any unrevealed site.							Cop Pawns.													
<b>Quan Lo</b>	R RKF GGGGG6 GGcc 6						<b>Swiss Banker</b>	C LWi A2 A 1												
The Perfect Master. Unique. All Guiding Hand characters you control gain Superleap.							Pledged Financier. Turn for 1 Power. Swiss Banker is smoked if you have no Power in your pool.													
<b>Queen of the Ice Pagoda</b>	R Nth 6 Mmm 10						<b>Swordsman</b>	V KFo 1 G 1												
Netherworld Mastermind. Unique. Do one damage to Queen of the Ice Pagoda to smoke a State on any character you control. All of your Ice characters gain +1 Fighting.							Foot Soldier.													
<b>Reconstructed, The</b>	U AWa AAA3 A 5						<b>Tactical Team</b>	R DSh AAA4 A 6												
Standard Abominations.							Bru Cops. Can be played during an opponent's turn.													
<b>Redeemed Assassin</b>	R DDe DDD5 D 8						<b>Tatsuya Yanai</b>	R AMa A3 A 1												
Heroic Killer. You can play Redeemed Assassin during an opponent's turn. Redeemed Assassin has Toughness: 1 for the turn he comes into play.							Lodge Mastermind. Unique. Turn to switch the locations of any two sites belonging to a single controller. This ability cannot be used during an attack.													
<b>Righteous One</b>	C DGe D2 D 1						<b>Test Subjects</b>	V QHo 1 Fh 1												
Loyal Defender. Any character intercepted by Righteous One while Righteous One is untuned is smoked.							Abominations.													
<b>Ring Fighter</b>	V RKF 3 D 3						<b>Thing with a 1,000 Tongues</b>	R JMy Emmm6 E 9												
Martial Artist.							Disgusting Demon. Unique. Sacrifice a character to give Thing With a 1000 Tongues Toughness: 3 until end of turn.													
<b>Shadow Creeper</b>	C QHo E1 E 1						<b>Thorns of the Lotus</b>	V RAI 2 E 2												
Eunuch Assassin. Assassinate.							Fanatical Archers.													
<b>Shadowy Horror</b>	V JMy 3 E 3						<b>Thunder Knights</b>	C HHu 2 M 2												
Demon. Regenerates.							Netherworld Soldiers. There is no limit to the number of Thunder Knights you can put in your deck.													
							<b>Tomb Spirit</b>	R RSp EE3 E 3												
							Supernatural Creature. Toast one of the characters in your smoked pile to give Tomb Spirit +2 Fighting until end of turn.													

EDGES

Name	Description	Rarity	Artist	Cost
<b>Arcanowave Reinforcer</b>	All of your characters do +1 damage and are considered Abominations.	U	RSp	AaH2
<b>Chains of Bone</b>	Ascended cards do not untun during their controller's establishing shot.	U	RSp	E2
<b>Feast of Souls</b>	Whenever one of your characters is smoked, you gain one Power. If Feasts of Souls leaves play, the player to your left gains all of your power.	R	SVC	E4
<b>Fire in the Lake</b>	You gain 1 Power whenever an attack is declared against you.	U	JMe	GG3
<b>Flood on the Mountain</b>	Dragon characters take 1 point of damage at the beginning of each of your turns.	U	JMe	E2
<b>Hill of the Turtle</b>	Each player must spend 1 Power at the start of each of his or her turns, or one High Tech card that player controls is smoked.	U	NLe	G2
<b>Hungry, The</b>	Gain 3 Power whenever you burn a site for victory. All your characters and sites suffer 2 damage if The Hungry leaves play.	U	BWa	mm1
<b>I Ching</b>	Turn to look at the top three cards of any player's deck and arrange the cards in any order you wish.	R	KMe	m1
<b>Imperial Boon</b>	Limited. You may turn any Eunuch you control for 1 Power. You may turn Gao Zhang for 2 Power if you control him. All Eunuchs you control are smoked if Imperial Boon leaves play.	R	HHu	E4
<b>Monkey King</b>	Turn to return an Eaters of the Lotus card to its owner's hand.	U	PFo	A2
<b>Paper Trail</b>	Gain 1 Power for each card an opponent discards. You cannot gain more than 2 Power a turn this way. If Paper Trail leaves play, all of your opponents gain 1 Power.	U	MRa	AAA2
<b>Political Lock</b>	No characters can turn to change location.	U	MOK	A2
<b>Probability Manipulator</b>	Unique. Turn to increase or decrease the value of any number on target card by 1 until end of turn. You cannot reduce any digit to 0. Does not affect play costs.	R	MRa	AaH4
<b>Rockets, The</b>	Hood Edge. Comes into play turned. Turn to take 1 Power from target player's pool and add it to your own. Can only be used during your turn.	U	JSn	3
<b>Reinvigoration Process</b>	You may play Abominations from your smoked pile. Misprint: The artwork on the Limited edition is a copy of Cellular Reinvigoration, done by MTe.	U	AMa	F1
<b>Safehouse</b>	Turn and maintain; no attacks can be declared against target character.	R	ARu	4
<b>Seed of the New Flesh</b>	Each player must spend 1 Power at the start of each of his or her turns, or one Chi card that player controls is smoked.	U	DGe	A2
<b>Shifting Tao</b>	Whenever you are attacked, you may remove 1 damage counter from one of your cards for each character participating in the attack.	U	MOK	GG1
<b>Soul Maze</b>	Turn to cause two characters in combat to swap their special abilities and the special abilities of cards played on them for the duration of combat.	R	BWa	mm1
<b>Spirit Zenry</b>	You may turn a Magic character to do 1 point of damage to a character that has just been damaged.	R	MRa	mm2

**Shamanistic Lieutenant** 4

**Magic Cop**  
Any Demon or Abomination in combat with Shamanistic Lieutenant is toasted before it inflicts its damage.

**The Demon Within**

**State**  
Play any character. Subject character's Fighting score is increased by 2. Character is now a Demon. If this card is played on a character that is already a Demon, that character is smoked.

**Shamanistic Lieutenant & The Demon Within**—There's something about this guy that's just hard to trust...could it be that glistening eye? Maybe, but if you're playing with both Dragons and Eaters of the Lotus, your opponent better not trust him. Wait until he is in combat with a beastie that you'd like to get rid of, and then play a Demon Within on it. The poor character won't have much time to revel in his power boost before your Lieutenant blows him away.

SHAMANISTIC LIEUTENANT	THE DEMON WITHIN
<b>Shamanistic Lieutenant</b> R LWi DDD3 Dm 4	<b>Tooth of the Snake</b> U MKi A4 A 4
Magic Cop. Any Demon or Abomination in combat with Shamanistic Lieutenant is toasted before it does damage.	Lodge Assassin. Stealth.
<b>Shaolin Master</b> U RKF GGG5 Gc 8	<b>Tranquil Persuader</b> R KFo GG3 Gc 1
Martial Artist.	Mastermind. Turn and maintain to take control of target character. Lose control of character if the Power in your pool does not exceed the character's play cost.
<b>Shaolin Monk</b> V MBe 3 Gc 3	<b>Undercover Cop</b> U MPo A2 A X
Martial Artist. +1 damage if you also control a Shaolin Master.	Pledged Operative. Stealth. X is the number of Cop characters you control. Can attack back row sites.
<b>Shaolin Warrior</b> C RSp G1 Gc 1	<b>Unspoken Name, The</b> R SVC AAAA3 AA 6
Martial Artist. You may spend 1 power to give all Shaolin Warriors you control Superleap until end of the turn.	Lodge Chairperson. Unique. Cannot turn to attack. Turn to give Stealth to any number of characters whose combined play cost does not exceed 7. This lasts until end of turn.
<b>Shell of the Tortoise</b> R DVi AAA3 A 6	<b>Vassals of the Lotus</b> V MPo 1 E 1
Lodge Mastermind. Cannot attack. Turn to redirect damage done to any feng shui site from one source to Shell of the Tortoise instead.	Ancient Hoods.
<b>Shih Ho Kuai</b> R EBe GGG3 Gc X	<b>Vivisector</b> U AWa A2 Ah 1
Martial Arts Master. Unique. X = number of Chi resources in your pool.	Abomination Scientist. Turn Vivisector and sacrifice a character to gain Power equal to the character's play cost.
<b>Silver Band</b> U Ale DDD3 D 5	
Legion of Supporters.	

- A Ascended
- c Chi
- D Dragons
- E Eaters of the Lotus
- F Architects of the Flesh
- G Guiding Hand
- h High Tech
- J Jammers
- M Four Monarchs
- m Magic







## players guide

Name Description Rarity Artist Cost



WHITE NINJA

**White Ninja**- Unique. Stealth. Ambush. Unstoppable. For 5 Power, she is one of the most offensive characters in the game. She can take on any character with a Fight Score of 3 or less at will. With power boosts from cards like Attack Helicopter, the White Ninja can even wreak havoc with your opponent's big guns.

<b>Tomb of the Beast</b>	U	DGe	A2
Each player must spend 1 Power at the start of each of his or her turns, or one Magic card that player controls is smoked.			
<b>Wind Across Heaven</b>	U	RTh	D2
Eaters of the Lotus characters take 2 points of damage whenever they become turned.			

## EVENTS

Name	Description	Rarity	Artist	Cost
<b>Abominable Wave</b>	Cancel and smoke a Chi card.	C	MTe	Fh1
<b>Arcanowave Pulse</b>	Cancel and smoke a Guiding Hand card.	U	MTe	F1
<b>Array of Stunts</b>	You may move any or all of your characters to any locations on your side.	U	HHu	DD1
<b>Assassins in Love</b>	All Assassins in play come under your control untimed.	R	JBa	DD0
<b>Back for Seconds</b>	Unturn target character.	C	NTh	D1
<b>Banish</b>	All Dragon characters in play return to their owners' hands.	R	JMe	E2
<b>Beneficial Realignment</b>	Heal target character or site.	C	JBa	G1
<b>Bite of the Jellyfish</b>	Play when a feng shui site is burned. You gain all Power in the pool of the player who burned that site, including any power gained from burning the site.	U	BSn	A0
<b>Blade Palm</b>	Return target card to its owner's hand. Does not affect Event cards.	U	DVi	cc2
<b>Booby Trap</b>	Play when one of your sites is attacked. Target site and all characters at its location suffer 3 points of damage.	C	BWa	D1
<b>Bulle Market</b>	All players gain 5 Power.	R	PFo	AAAD
<b>Cellular Reinvigoration</b>	Until end of turn, target character gains Guts and is not smoked when damage inflicted on it equals or exceeds its Fighting score.	U	MTe	A1
<b>Code Red</b>	Play right after you have been attacked. You may launch an attack, and characters that have attacked you this turn cannot intercept.	C	JSn	F1
<b>Confucian Stability</b>	Cancel and smoke an Event or State as it is being played. Does not affect cards already in play.	C	RKF	G1
<b>Covert Operation</b>	Look at target player's hand and force that player to discard one card of your choice.	C	MKi	A0
<b>Crucible, The</b>	Toast all Demons in play. Oh Well, Bye-Bye now.	R	RKF	DD1

Name	Description	Rarity	Artist	Cost	Name	Description	Rarity	Artist	Cost
<b>Cry of the Forgotten Ancestor</b>	Cancel and smoke target Magic card.	U	MPo	AA1	<b>Roar of the Beast</b>	Cancel and smoke target card.	R	AWa	AAAA4
<b>Curtain of Fullness</b>	Target player must discard three cards at random from his or her hand.	U	NLe	mm0	<b>Robust Feng Shui</b>	Redirect any damage done to target feng shui site from one source to any target in play.	U	MKi	GG2
<b>Dance of the Centipede</b>	Turn target card and cancel any effects generated by it this turn.	C	RTh	E1	<b>Salvage</b>	Return any High Tech card in your smoked pile to your hand.	U	JMe	h1
<b>Dangerous Experiment</b>	You gain 5 Power. The opponent to your left may toast one card that you control.	R	HHu	AAAA0	<b>Satellite Surveillance</b>	You may reveal up to X sites, where X is the number of High Tech resources in your pool.	U	MKi	h0
<b>Dawn of the Righteous</b>	Remove up to six damage counters from cards which you control.	C	JMy	c1	<b>Scroll of Incantation</b>	Search through your deck for an Event and add it to your hand. You must play this Event immediately or it is toasted.	U	NLe	mm1
<b>Difficulty at the Beginning</b>	Play when your opponent plays a card. Your opponent must pay 1 additional Power or the card being played is toasted.	U	KFo	G1	<b>Shattering Fire</b>	Target character takes X damage, where X is the number of Magic resources in your pool.	C	RSp	m1
<b>Expendable Unit</b>	Redirect all damage from one source to a character you control.	C	SVC	F0	<b>Shattering Jade</b>	All Abominations in play are smoked.	U	RSp	G1
<b>Faked Death</b>	Return a character from your smoked pile to your hand.	C	LWi	A0	<b>Shifting Loyalties</b>	You become the controller of all Mercenary and Pledged characters in play.	R	PFo	EE2
<b>Final Brawl</b>	All characters in play take 2 points of damage.	C	RKF	D0	<b>State of Emergency</b>	Limited. Draw a number of cards necessary to fill your hand to six cards.	U	DFr	F1
<b>Golden Comeback</b>	Take one character from your smoked pile and return it to play.	C	NTh	D2	<b>Subterfuge</b>	For the rest of the turn, target player must pay an additional 1 Power to play any card. No characters or sites may be played in response to this card.	U	HHu	AAAA0
<b>Healing Earth</b>	Remove X damage counters from the cards you control, where X is the number of Chi resources in your pool.	C	NLe	c0	<b>Suicide Mission</b>	Smoke any card in play. Target card's controller may immediately smoke one of your cards of his or her choice.	R	MKi	AA1
<b>Hostile Takeover</b>	Play during an auction. The highest bidder must give you Power equal to his or her bid and you win the auction.	U	MKi	A0	<b>Superior Technology</b>	All your characters inflict +1 damage until end of turn.	C	LWi	F1
<b>Imprisoned</b>	Target character is returned to its owner's hand.	C	Qho	F1	<b>Thunder on Thunder</b>	All Edges in play are toasted.	U	NLe	D1
<b>Inauspicious Reburial</b>	Toast up to X characters in an opponent's smoked pile, where X is the number of Eaters of Lotus resources in your pool.	C	RSp	E1	<b>Tortured Memories</b>	Take control of target character until the end of the turn. Character comes to your side untimed.	C	SAI	E2
<b>Infernal Plague</b>	All characters at target location take 1 point of damage.	U	DGe	E1	<b>Victory for the Underdog</b>	Cancel and smoke any Architects of the Flesh card.	C	SVC	D1
<b>Into the Light</b>	Take any card from your smoked pile and place it into your hand.	U	KFo	G1	<b>Wind on the Mountain</b>	Return X Event cards from your smoked pile to your hand. Toast Wind on the Mountain after use.	U	LDA	GGX
<b>Iron and Silk</b>	Until the end of the turn, any damage inflicted on subject character when it intercepts is reduced to 0.	C	NTh	G0					
<b>Killing Rain</b>	All sites in play take 2 points of damage.	C	EBe	m1					
<b>Larcenous Mist</b>	All special abilities and States possessed by target character have no effect for the duration of this turn.	U	NTh	mm0					
<b>Last Outpost</b>	All your character gain Toughness: 1 until end of turn.	C	LWi	D1					
<b>Last Stand</b>	If an opponent has more feng shui sites than you, all of your characters gain +2 Fighting until end of turn.	R	AWa	DDDD1					
<b>Mole Network</b>	Take 1 power from target player's pool and add it to your own. Can only be played during your turn.	C	MKi	A0					
<b>Mysterious Return</b>	Play only when you have been attacked. Bring a character from your smoked pile into play for the duration of this combat. Character can only be used to intercept.	C	MBe	Gc1					
<b>Natural Order</b>	Cancel and smoke a High Tech card.	C	LDA	Gc1					
<b>Nerve Gas</b>	Target character is smoked. Does not affect characters with Magic or High Tech in their play costs.	C	DFr	F1					
<b>Neutron Bomb</b>	All characters in play are smoked.	U	DFr	AAh3					
<b>Now You've Made Us Mad</b>	Gain X Power, where X is the number of your characters that are damaged.	U	MPo	DD0					
<b>Onslaught of the Turtle</b>	All High Tech cards in play are returned to their owner's hands.	U	RTh	G2					
<b>Orbital Laser Strike</b>	Do X damage to target site, where X is the number of High Tech resources in your pool.	C	JSn	h1					
<b>Police State</b>	Cancel and smoke a Dragon card.	U	DDe	A1					
<b>Positive Chi</b>	Each player may take any card, except a feng shui site, from his or her smoked pile and put it into play at no cost.	U	RTh	GG1					
<b>Progress of the Mouse</b>	For the duration of the turn, any Power spent by target player goes into your pool. No characters or sites may be played in response to this card.	U	NLe	G1					
<b>PubOrd Raid</b>	All characters at target location become turned. Can only be played during your turn.	C	BWa	F0					
<b>Realpolitik</b>	Smoke target Edge or State.	C	MKi	A1					
<b>Return to the Center</b>	All States and non-damage tokens on target card are smoked.	U	JBa	c1					
<b>Rigorous Discipline</b>	Target character gains the inherent special abilities of one other character in play for the rest of the turn.	C	JMe	G0					

## SITES

Name	Description	Rarity	Artist	Power	Body	Type	Cost
<b>Abominable Lab</b>	Abominable Lab gives you 1 High Tech resource for each Buro or PubOrd character you control.	C	MTe	F1	5	Site	2
<b>Alchemist's Lair</b>	Alchemist's Lair gives you 1 High Tech resource for each Buro or PubOrd character you control.	C	MOK	1cc	5	Site	2
<b>Ancestral Tomb</b>	Ancestral Tomb's Body is increased by the number of characters in your smoked pile. While Ancestral Tomb has damage counters on it, it does not count toward fulfilling its controller's victory conditions. Artists: PFO & KFO	V	MKi	1	5	Feng Shui	—
<b>Ancient Grove</b>	Any character intercepted while attacking Ancient Temple inflicts no damage on Ancient Temple this turn.	C	NTh	1cc	5	Site	2
<b>Ancient Temple</b>	Whenever a player declares an attack on Blessed Orchard, transfer 1 Power from his or her pool to yours.	V	KYA	1	5	Feng Shui	—
<b>Auspicious Termites</b>	Cannot be burned. If smoked, Auspicious Termites returns to its owner's hand.	V	KMe	1	5	Feng Shui	—
<b>Blessed Orchard</b>	Whenever a player declares an attack on Blessed Orchard, transfer 1 Power from his or her pool to yours.	V	RTh	1	7	Feng Shui	—
<b>Cave Network</b>	If an attack is declared against Cave Network and you have no characters in play, you may turn Cave Network to play a character with a cost of 3 or less at no cost.	V	EBe	1	6	Feng Shui	—
<b>City Square</b>	Unique. Turn to redirect damage done to target site from one source to any other site you control.	R	KMe	1	6	Feng Shui	—
<b>Dragon Mountain</b>	Unique. Toughness: 1.	R	BWa	1	7	Feng Shui	—
<b>Drug Lab</b>	Limited. Drug Lab is smoked if damaged by a Cop card.	R	JSn	1	6	Hood	1
<b>Family Estate</b>	Turn to play a Pledged character at -1 cost. Family Estate takes 2 points of damage whenever a Lodge character is smoked.	C	ARu	1A	5	Site	2
<b>Family Home</b>	Generates an additional point of Power if the player to your left has more Power than you.	V	KMe	1	5	Feng Shui	—
<b>Family Restaurant</b>	Regenerates. Body is reduced to 0 if damaged by a Hood card.	V	MPo	1	4	Feng Shui	—
<b>Fox Pass</b>	Limited. Turn to change the target of an attack to any character or front-row site you control.	R	HBr	1	4	Feng Shui	—
<b>Grove of Willows</b>	If Grove of Willows is revealed due to damage inflicted in an attack, you gain Power equal to the number of characters that attacked it.	V	RAI	1	6	Feng Shui	—
<b>Hallowed Earth</b>	If Hallowed Earth is seized or burned by a player who controls more feng shui sites than you, you gain Power equal to the number of feng shui sites he or she controls.	V	MPo	1	6	Feng Shui	—



Name Description	Rarity	Artist	Power	Body	Type	Cost	Name Description	Rarity	Artist	Power	Body	Type	Cost	Name Description	Rarity	Artist	Cost
<b>Hanging Coffins, The</b> Unique. Turn to give target character Tactics until end of turn.	R	MRa	1	6	Feng Shui	—	<b>Contract of the Fox</b> Play on any character. Turn Contract of the Fox to untum the subject.	U	MRa	c2				<b>Security</b> Play on any site. Subject gains +4 Body.	C	JMe	A1
<b>House on the Hill</b> Characters at House on the Hill's location have Toughness: 1 when intercepting attackers.	C	MPo	1D	5	Site	2	<b>Death Touch</b> Play on any character. Any character in combat with subject is smoked. Does not affect characters with Magic or High Tech in their resource conditions.	R	BWo	c2				<b>Shadowfist</b> Play on any character. All damage inflicted on subject by characters in combat is reduced to 0.	R	EBE	cccc3
<b>Illusory Bridge</b> May be placed in any legal position on an opponent's side.	C	MRa	0	3	Site	m0	<b>Deathtrap</b> Play on any site. Characters that attack the subject take 1 point of damage right before they damage the site.	C	RTh	E1				<b>Shadowy Mentor</b> Play on any character. You control subject character, which comes into your side untumed. Subject is now considered to be a Pledged character.	C	DDe	A3
<b>Infernal Temple</b> Infernal Temple provides 1 Magic resource for each Demon you control.	C	AWa	1E	5	Site	2	<b>Demon Within, The</b> Play on any character. Subject becomes a demon, and the character's fighting score is increased by 2. If this is played on a subject character that is already a demon, the character is smoked.	C	HHu	Em2				<b>Speed Boat</b> Vehicle. Subject gains Mobility and Tactics.	C	MTr	2
<b>Inner Sanctum</b> Once Inner Sanctum has been revealed, you may not place new feng shui sites into its column.	V	JMe	1	11	Feng Shui	—	<b>Dim Mak</b> Play on any character. Subject gains +1 Fighting, and its damage cannot be reduced by Toughness.	U	Ala	c1				<b>Sphere of Defilement</b> Play on any site. Whenever subject is turned, all sites controlled by its controller take 1 point of damage.	U	RAI	E2
<b>Jagged Cliffs</b> If Jagged Cliff's Body is reduced to zero, all characters at its location suffer 3 points of damage.	V	EBE	1	8	Feng Shui	—	<b>Disintegrator Ray</b> Weapon. Subject gains +1 Fighting. If subject does enough damage to smoke a character, that character is toasted instead.	U	QHo	hh1				<b>Sports Car</b> Vehicle. Subject gains Toughness: 1 and Mobility.	C	MTr	2
<b>Kinoshita House</b> Unique. Turn to untum an attacking character. Target character receives and does no damage during this attack.	R	KYa	1	4	Feng Shui	—	<b>Explosives</b> Play on any untumed character. When subject does damage to a site in combat, you may sacrifice Explosives to do an additional 5 damage to the site.	U	Dfr	1				<b>Sword of Biting</b> Weapon. If subject character is smoked in combat, Sword of Biting inflicts 4 points of damage on each character subject was in combat with.	C	AMa	E1
<b>Lily Pond</b> Turn to switch the location of Lily Pond with any other feng shui site you control. This may change which site is targeted by an attack.	V	NLe	1	4	Feng Shui	—	<b>Fists of Legend</b> Unique. Play on any character. Subject's Fighting score is increased by X, where X is the number of Unique characters in your smoked pile.	R	Ala	D2				<b>Theft of Fortune</b> Play on any Edge. At the beginning of each of your turns, you can do 1 damage to any card that the Edge's controller also controls.	R	DDe	E1
<b>Marsh</b> Takes no damage from any character that is the subject of a vehicle state.	V	MTr	1	8	Feng Shui	—	<b>Flying Fortress</b> Vehicle. Subject gains Mobility and +8 Fighting.	R	RRO	hhhh6							
<b>Mountain Retreat</b> Once revealed, Mountain Retreat cannot be damaged by more than two character in an attack. The defending player decides which two characters actually inflict damage.	V	MBE	1	6	Feng Shui	—	<b>Flying Guillotine</b> Weapon. If subject smokes a character in combat, you may do 2 damage to any other character at its location.	R	DDe	E0							
<b>Mourning Tree</b> Unique. A player who attacks Mourning Tree may not declare any other attacks for the rest of the turn.	R	BWo	1	8	Feng Shui	—	<b>Fortune of the Turtle</b> Play on any character. Subject is not affected by Event cards played by your opponent.	U	JMe	c1							
<b>Police Station</b> Turn and maintain to give target Cop +2 Fighting, or turn to do 2 points of damage to target Hood character or site.	R	MTr	0	10	Site	1	<b>Fusion Rifle</b> Weapon. Turn Fusion Rifle to do 2 damage to any target at subject's location.	U	BSn	h1							
<b>Proving Ground</b> Proving Ground becomes turned when it is revealed. Turn to play a character at -2 cost. This is not cumulative with other Proving Grounds.	U	JSn	0	6	Feng Shui	—	<b>Fusion Tank</b> Vehicle. Subject gains Mobility and +4 Fighting.	U	MTr	h4							
<b>Red Lantern Tavern, The</b> Unique. Turn to give target character Assassinate against turned characters until end of turn.	R	Ala	1	7	Feng Shui	—	<b>Grenade Launcher</b> Weapon. Controlling character does +3 damage to characters with vehicles and sites.	U	BSn	1							
<b>Sacred Ground</b> Unique. Turn to heal target character.	V	NTh	1	9	Feng Shui	—	<b>Hands Without Shadow</b> Play on any character. In combat, subject may inflict enough damage to reduce its opponent's Fighting score to 1 instead of its regular damage. Misprint: In the Limited Edition, the artwork is attributed to LWi.	C	EBE	c0							
<b>Sacred Heart Hospital</b> Unique. Turn to heal target character.	R	HBr	1	6	Feng Shui	—	<b>Havoc Suit</b> Weapon. Add half the number of High Tech resources in your pool, rounded down, to subject character's fighting score.	C	BSn	h2							
<b>Secret Headquarters</b> Limited. All sites you control take 2 points of damage if Secret Headquarters is smoked.	R	MTr	2	10	Site	3	<b>Helix Chewer</b> Play on any character. Any damage inflicted by subject character in combat is reduced by 1. If subject leaves play, Helix Chewer returns to your hand.	C	AWa	F0							
<b>Secret Laboratory</b> Shaolin Sanctuary provides you with 1 Chi resource for each Shaolin or Monk character you control.	C	MTr	1hh	5	Site	2	<b>Helix Rethread</b> Play on one of your opponent's characters. If subject character is smoked, you gain 1 power.	C	RSp	F0							
<b>Shaolin Sanctuary</b> Shaolin Sanctuary provides you with 1 Chi resource for each Shaolin or Monk character you control.	C	DSH	1G	5	Site	2	<b>Heroic Conversion</b> Play on any character. If subject attacks you, you take control of it until end of turn.	U	EBE	D0							
<b>Stone Garden</b> Turn to remove 1 damage counter from target site.	V	NLe	1	6	Feng Shui	—	<b>Inexorable Corruption</b> Play on any character or site. The subject takes 1 point of damage at the beginning of each of your turns. Damage counters on subject cannot be removed by any means.	C	DGe	E0							
<b>Trade Center</b> Feng shui sites to the immediate right and left of Trade Center generate no power.	C	MPo	2	9	Site	3	<b>Marked for Death</b> Play on any character. Flip a coin at the beginning of each of your turns. If the result is heads, the subject character is smoked.	C	DVi	A1							
<b>Turtle Beach</b> Unique. Turn to redirect damage done to a character from a single source to Turtle Beach instead.	R	JMe	1	6	Feng Shui	—	<b>Motorcycle</b> Vehicle. Subject's controller can turn Motorcycle to change the location of controlling character.	C	JSn	0							

## STATES

Name Description	Rarity	Artist	Cost
<b>Alabaster Javelin</b> Weapon. If subject character is smoked, do 3 points of damage to any target in play.	U	RAI	m1
<b>Amulet of the Turtle</b> Any damage inflicted on subject is inflicted on the Amulet instead. The Amulet is smoked after receiving damage equal to your resources.	U	NLe	m1
<b>Armored in Life</b> Play on any character. Subject gains Toughness: 1.	C	LWi	c1
<b>Attack Helicopter</b> Vehicle. Subject gains Mobility, Tactics, and +2 Fighting.	U	JMe	3
<b>Bag Full of Guns</b> Play on one of your characters. Turn to give all characters at subject's location +1 Fighting until end of turn.	U	BSn	D2
<b>Baptism of Fire</b> Play on a character after that character has been damaged. Subject gains +2 Fighting. You may play Baptism of Fire during another player's turn.	R	LWi	D1
<b>Brain Bug EQ3200</b> Play on any character. At the beginning of each of your turns, you may look at subject's controller's hand or reveal one of his or her sites. Subject is smoked if Brain Bug leaves play.	R	Dfr	A1
<b>Charmed Life</b> Play on any character. Subject is immune to any effects that smoke characters or cards. Character can still be smoked due to damage.	U	PFO	D1
<b>Claw of the Tiger</b> Play on any character. Claw of the Tiger does 1 damage to all characters in combat with the subject before combat damage is dealt.	U	LWi	ccc1
<b>Combat Aircar</b> Vehicle. Subject gains Mobility, Tactics, and +4 Fighting.	U	MTr	hh4



**Robust Feng Shui**—The best offense is a good defense. There's no doubt that this defensive event is one of the most offensive weapons available to the Guiding Hand. The damage you shoot back will almost always be enough to smoke the character that dealt the damage. Or redirect the damage to that feng shui site your opponent's had buried in his back row.

<b>Throwing Star</b> Weapon. Play on any character. When in combat, subject can do 1 point of damage to any character at its location after combat damage is dealt.	U	KYa	1
<b>Thunder on the Mountain</b> Play on one of your sites. All Architects of the Flesh cards come into play turned.	U	MRa	G1
<b>Training Sequence</b> Play on any character. Subject gains +1 Fighting.	C	Ala	D1
<b>Ultimate Mastery</b> Play on any character. Subject gains the special abilities of each character it is in combat with until combat with that character is resolved.	R	Ala	c1
<b>Undercover</b> Play on any character. Subject can attack back-row sites, although it can still be blocked as normal.	U	JSn	D1
<b>Vampiric Touch</b> Play on any character. Place a counter on Vampiric Touch whenever a character is smoked. Subject character gains +1 Fighting for each counter on Vampiric Touch. Subject is smoked at the end of a turn if no characters were smoked during that turn.	U	HHu	EE2
<b>Veiling of the Light</b> Play on any feng shui site. Subject does not count towards a player's total for victory points.	U	RAI	Em2
<b>Water Sword</b> Weapon. Unique. Subject gains +1 Fighting. If subject is smoked, Water Sword returns to your hand.	R	Ala	1
<b>Whirlwind Strike</b> Play on any character. If subject smokes a character it is intercepting, it may intercept another attacking character once the combat is over.	C	MRa	c1

A Ascended  
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# Sqwurm Remembered

By Rick Swan

I love my mother, but she's cost me a fortune. When I was a kid, she'd go into periodic cleaning frenzies and throw out everything in my room that looked like junk to her. Among the casualties were a beat-up but complete copy of *Fantastic Four* #12, an Aurora glow-in-the-dark model of Godzilla, and a sky-high stack of drawings featuring hundreds of my original superheroes, like Lightning Man and King Crossword. Today, the *Fantastic Four* would be worth an easy hundred bucks, the Godzilla model twice that much. And if stick-man art had ever become fashionable, my drawings would be priceless.

When I moved out of the house, I vowed this would never happen again. Everything I wanted to keep—letters, photos, toys, you name it—I packed away in cardboard boxes. I dated them, duct-taped them shut, and—to discourage snoops—labeled them “tax receipts.”

Every now and then, when I'm bored or avoiding work, I drag out one of these cardboard time capsules and spend the day oohing and aahing over the contents. Recently, I excavated a box from under the basement stairs, dated November 5, 1981. Inside were a bundle of promotional fliers from DC Comics, a rejected magazine manuscript, and a genuine treasure: a card game called *Sqwurm*.

I didn't remember ever playing *Sqwurm*, but I remembered where it came from. About 15 years ago, I bought a couple of war games at a Des Moines, Iowa, game shop. The owner threw in a copy of *Sqwurm* at no charge. They weren't

selling, so he was giving them away, just to get them off the shelves and out of the store.

After retrieving *Sqwurm* from the basement, I decided to give it a try. The game consists of a deck of triangular cards, each showing a section of reptilian anatomy: tails, wings, torsos, claws. Players deploy their cards on the table one by one, competing to be the first to create an intact fire-breath-

ing dragon. Depending on the arrangement of her coils, a dragon can crush, frighten, or fry her enemies. Knight, treasure, and egg cards add bonus points and dispel curses. It's terrific fun, easy to learn, impossible to master, and as addictive as cotton candy.

Best of all, *Sqwurm* lends itself to a surprising number of variants. The advanced rules allow for jousting matches and damsel rescues. Preschoolers can amuse themselves by creating four-headed dragons and other goofy creatures. With the help of a biologist buddy, I developed a variant involving gene splicing and cell mutation.

The more I got into it, the more I wondered if I was the only guy in the world who'd been *Sqwurmed*. I called a dozen retailers across the country to see if they'd ever heard of it. Responses ranged from “Nope” to “I don't think so” to “You've got to be kidding.” “Doesn't sound like something we'd ever carry,” sniffed a Toys ‘R’ Us manager.

I also wondered about Merle Rasmussen, the designer of *Sqwurm*. I discovered that, at least for a while, he lived in Iowa, where I live now. He also spent a chunk of the 1980s designing some first-rate role-playing supplements, such as *Guns, Gadgets, and Get-away Gear* for the *Top Secret/S.I.* game and *Midnight on Dagger Alley* for *Advanced Dungeons & Dragons*.

But I never found out what happened to Rasmussen. Maybe he retired. When a store in your own home state gives your game away for free, that's gotta be discouraging.

There are two lessons in this story.

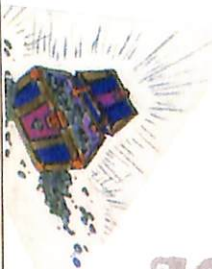
Lesson number one is for game designers: It doesn't matter if the critics hated your game, the distributors screwed you, or you only had enough cash to publish three copies. Every game has an audience. Maybe it's just the kid next door or some guy on an army base in Iceland. Or maybe it's just me, who discovered your game in my basement 15 years after the fact. Sooner or later, somebody somewhere will appreciate your masterpiece.

Lesson number two is for everyone else: Don't throw anything out. Today's junk may be tomorrow's glow-in-the-dark Godzilla.

Rick Swan eventually replaced his *Fantastic Four*, but continues to mourn the loss of *King Crossword*.



With a name like *Sqwurm*, it has to be good!





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